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ROLE PLAYING ADVENTURE
based on
J.R.R. TOLKIEN'S
MIDDLE-EARTH®

I.C.E.

TOLKIEN QUEST™

NIGHT OF THE NAZGÛL™

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TOLKIEN QUEST™
RANDOM NUMBER TABLE

6	11	8	9	7	5	6	9	8	5	7	3
7	4	10	6	3	12	7	2	10	8	4	11
9	6	5	7	4	8	5	6	9	7	10	8
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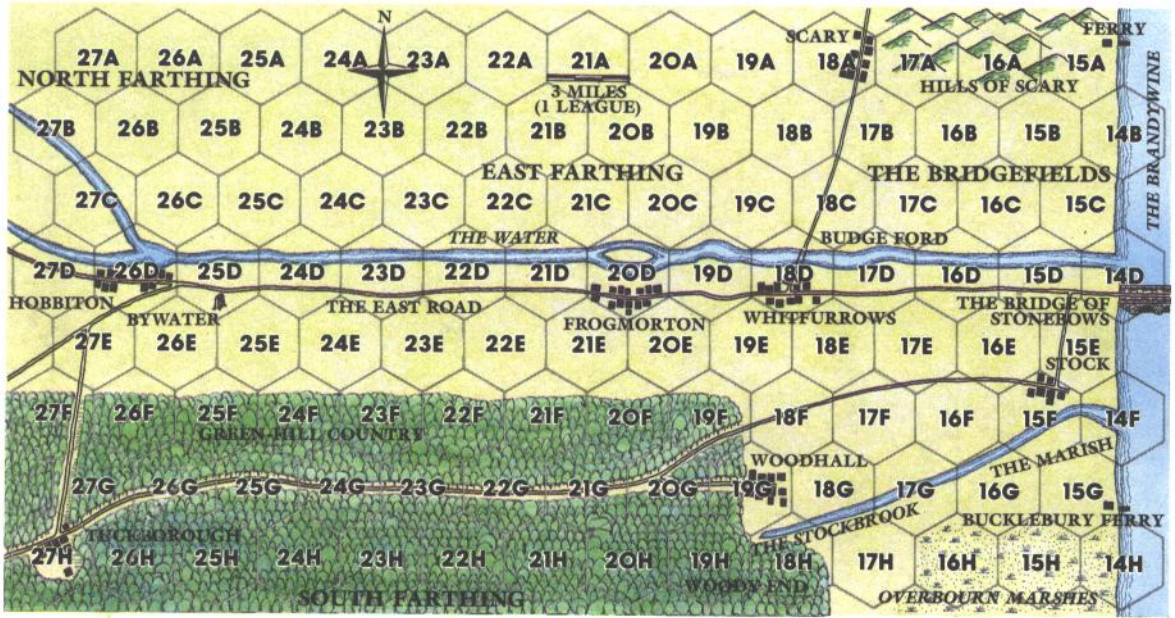
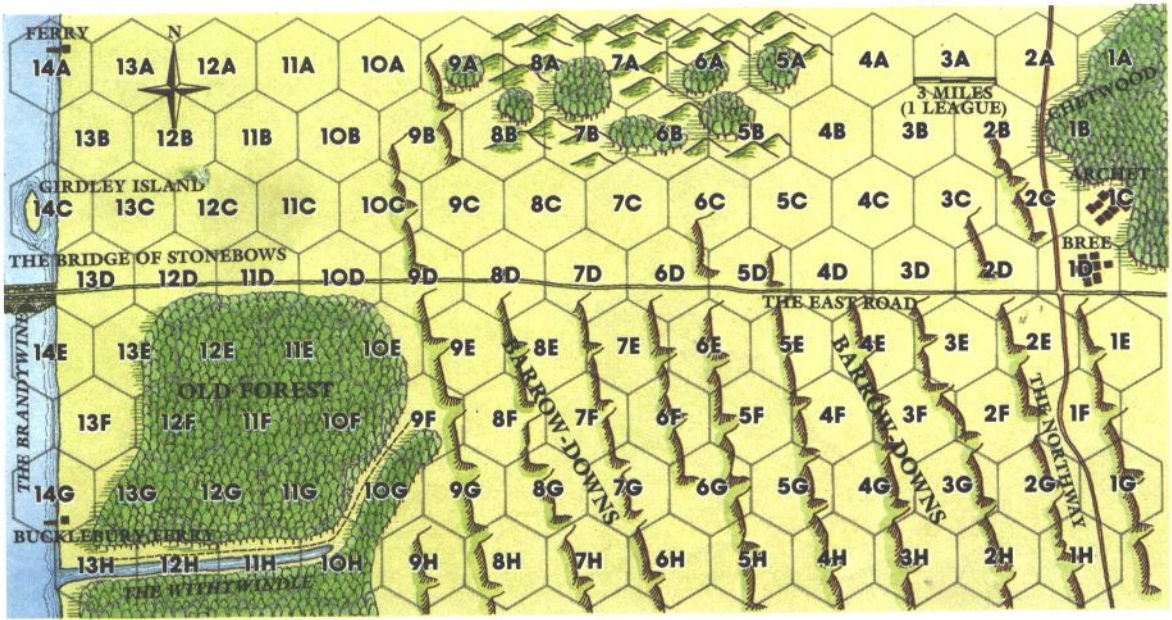

N
NORTH FARTHING
3 MILES
(1 LEAGUE)
SCARY
FERRY
HILLS OF SCARY
EAST FARTHING
THE BRIDGEFIELDS
THE BRANDYWINE
THE WATER
BUDGE FORD
HOBBITON
BYWATER
THE EAST ROAD
FROGMORTON
WHITFURROWS
THE BRIDGE OF STONEHOWS
STOCK
GREEN-HILL COUNTRY
WOODHALL
THE MARISH
THE STOCKBROOK
BUCKLEBURY FERRY
TUCKBOROUGH
WOODY END
SOUTH FARTHING
OVERBOURN MARSHES


FERRY
N
14A 13A 12A 11A 10A 9A 8A 7A 6A 5A 4A 3A 2A 1A
3 MILES
(1 LEAGUE)
CHETWOOD
13B 12B 11B 10B 9B 8B 7B 6B 5B 4B 3B 2B 1B
GIRDLEY ISLAND
ARCHET
14C 13C 12C 11C 10C 9C 8C 7C 6C 5C 4C 3C 2C 1C
THE BRIDGE OF STONEBOWS
BREE
13D 12D 11D 10D 9D 8D 7D 6D 5D 4D 3D 2D 1D
THE EAST ROAD
14E 13E 12E 11E 10E 9E 8E 7E 6E 5E 4E 3E 2E 1E
THE BRANDYWINE
OLD FOREST
BARROW-DOWNS
BARROW-DOWNS
THE NORTHWAY
13F 12F 11F 10F 9F 8F 7F 6F 5F 4F 3F 2F 1F
14G 13G 12G 11G 10G 9G 8G 7G 6G 5G 4G 3G 2G 1G
BUCKLEBURY FERRY
13H 12H 11H 10H 9H 8H 7H 6H 5H 4H 3H 2H 1H
THE WITHYWINDLE

Through the mist and tangle of the forest you hear the hearty song of an unseen man approaching. A calm settles over you. As the voice gets louder, you hear:

> Old Tom Bombadil is a merry fellow,
> Bright blue his jacket is, and his boots
> are yellow.
> None has ever caught him yet, for Tom,
> he is the master.
> His songs are stronger songs, and his feet
> are faster.†

From the woods bounds a bearded man in big yellow boots; his bright blue jacket stands out in the sombre woods. He smiles at you. You greet the famous "Master of wood, water and hill" and ask him for his assistance, breathlessly explaining your mission. You feel dizzy and excited in Tom Bombadil's presence.

"Slow down, young one," he tells you. "Follow Old Tom home for a meal and we'll hear all you have to say."

- *If you follow Tom Bombadil, turn to 139.*
- *Otherwise, move on in a random direction.*

Will you follow "Old Tom" to his enchanted home in the Old Forest or strike out on your own through those dangerous woods? In Tolkien Quest™ gamebooks, **YOU** make the choices that determine **YOUR** fate. Join the adventure and ***read on!***

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Night of the Nazgûl

by
John David Ruemmler

System Designer: S. Coleman Charlton

Illustrations by
James Holloway and Richard Britton

BERKLEY BOOKS, NEW YORK

To Patti, Jessica and Rose

Note: ***Passages marked with a † are from The Hobbit, ©1966 by J.R.R. Tolkien, and The Lord of the Rings, ©1965 by J.R.R. Tolkien.***

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CHARACTER RECORD

Name: _____

STATS	Stat Value	Stat Bonus
Strength(St)	_____	_____
Agility(Ag)	_____	_____
Intelligence(In)	_____	_____

Endurance: _____
= 20 + (2 x St Stat)

Damage Taken: _____

SPELLS: optional

1 _____
2 _____
3 _____
4 _____
5 _____
6 _____
7 _____
8 _____

SKILLS	Total Bonus =	Skill Bonus	+ Stat Bonus	+ Equipment Bonuses	+ Special & Temporary Bonuses
Bonuses					
Melee OB	____ =	____	+ ____St	+ ____weapon	+ ____ + ____ + ____
Missile OB	____ =	____	+ ____Ag	+ ____weapon	+ ____ + ____ + ____
DB	____ =	NA	+ ____Ag	+ ____armor	+ ____ + ____ + ____
Running	____ =	NA	+ ____Ag	+ ____	+ ____ + ____ + ____
General	____ =	____	+ ____Ag	+ ____	+ ____ + ____ + ____
Trickery	____ =	____	+ ____In	+ ____	+ ____ + ____ + ____
Perception	____ =	____	+ ____In	+ ____	+ ____ + ____ + ____
Magical	____ =	____	+ ____In	+ ____	+ ____ + ____ + ____

EQUIPMENT:

In Backpack/Sheathed/Carried (includes meals)

1) _____ 7) _____
2) _____ 8) _____
3) _____ 9) _____
4) _____ 10) _____
5) _____ 11) _____
6) _____ 12) _____

Worn (one of each type):
Armor: _____ Cloak: _____ Dagger: _____
Belt & Beltpouch (money, gems, etc.): _____

Special Items: _____

Time (minutes): _____ Experience Points: _____
(days): _____

AN INTRODUCTION TO THE *TOLKIEN QUEST*™ GAME SYSTEM

Based on the works of the greatest fantasy writer of all time, ***Tolkien Quest*** gamebooks invite the reader into the world of brave and cruel Men, Hobbits and Elves, Orcs and Trolls, and Wizards both good and evil. The continent of Middle-earth, rich in adventure and conflict, provides the perfect background for solo adventures. Welcome to the fantasy and thrill of J.R.R. Tolkien's Middle-earth!

THE MAPBOARD

The mapboard provided with this book gives an overview of part of the area in which your adventures will take place. This map shows what **you** know about the area, but it does not tell you everything that may happen.

Each space on the mapboard is labeled with a number and a letter (i.e., 1A, 1B, ... , 2B, 2C, ... , etc.). Each of these labels refers to a section of the text, with the same number and letter, near the beginning of the book. This *"Location Text"* tells you what you find **and** directs you to further *"Encounter Text"* that provides choices and more detailed information to guide you in your adventures.

Keep track of your location on the mapboard during play. This is done by remembering the label of your location, by using any small playing piece (i.e., a coin) to mark your location, or by tracing your path with a crayon or greasepencil.

THE GAMEBOOK

The gamebook describes hazards, situations, and locations that may be encountered during your adventures. As you read the text sections, choices will be given as to what actions to take. The text section you read will depend on the space you move into on the mapboard, the directions in the text, and whether the actions you attempt succeed or fail.

As mentioned earlier, *Location Text* sections are in the beginning of the gamebook and match the spaces on the mapboard. These sections are labeled with a number followed by a letter. *Encounter Text* sections are toward the back of the gamebook and are listed by three-digit numbers only (e.g., "365"). Read the *Location Text* as you move into the matching space on the mapboard, and read the *Encounter Text* only when told to do so by the text.

Often Encounter Text will direct your "movement" in areas that are not represented on your mapboard. In these cases, it can be very useful for you to keep track of what you encounter and where you go (i.e., you should record and map your path of travel).

PICKING A NUMBER

Many times during your adventures in this book you will need to ***pick a number*** (between 2 and 12). There are several ways to do this:

1) Turn to the Random Number Table on the inside front cover of this book, use a pencil (or pen or similar object), close your eyes, and touch the Random Number Table with the pencil. The number touched is the ***number*** which you have ***picked***. If your pencil falls on a line, just repeat the process.
2) Flip to a random page in the book and look at the small boxed number in the inside, bottom corner of the page. This number is the ***number*** which you have ***picked***.
3) If you have two six-sided dice, roll them. The result is the ***number*** which you have ***picked***. (You can also roll one six-sided die twice and add the results.)

Often you will be instructed to ***pick a number and add a "bonus"***. When this happens, treat results of more than 12 as "12" and treat results of less than 2 as "2".

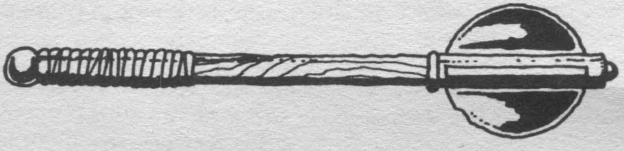
CHOOSING A SYSTEM

Before starting to play, decide whether you want to use the Basic ***Tolkien Quest*** System or the Advanced ***Tolkien Quest*** System, both included in this book. If you have never read one of these gamebooks and have never played role playing games, we suggest that you use the Basic System and the pre-created character provided. After you have mastered that, use the Advanced System and create your own character.

CHOOSING A CHARACTER

There are three ways to choose a character:

1) You can use the completely created character provided at the beginning of the book.
2) You can create your own character using the simple Tolkien Quest character development system included in this book.
3) You can create your own character using ***MERP***, the ***Middle-earth Role Playing System*** (an ICE production not included in this gamebook). When using ***MERP***, ignore the Action Tables and Combat Tables provided at the end of this gamebook. Instead, use the guidelines and tables provided in ***MERP*** to resolve "actions" and "combat" (see Optional Rules).



STARTING TO PLAY

After choosing a character to play and a system to use, start your adventures by reading the Prologue found after the rules section. From this point on read sections as indicated by the text. When told to ***move on***, read text sections corresponding to spaces on the mapboard.

THE BASIC SYSTEM

MOVING ON

When the text tells you to ***move on***, you may choose to move into any one of the spaces on the mapboard adjacent to the space you are in. Then read the matching Location Text. This text can of course lead to more detailed adventures by directing you to a section of Encounter Text. When the text tells you to ***move on in a random direction***, proceed as if the text just says ***move on***.

When moving into a space where you have already been, ignore any text references to conditions which no longer exist. For example, if you defeat a Troll in a space, leave the space and later return, you do not have to fight the same Troll again.

TIME

When using the Basic System, **do not keep track of time**. When the text indicates a choice of encounters based upon time, read the text associated with the earliest time.

DAMAGE AND HEALING

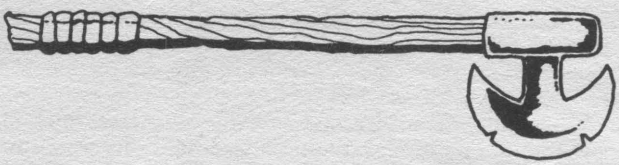
As you adventure, you will take damage from fights, traps, falls, etc. You must keep track of this damage in terms of a total amount of *damage taken* (record the total in the *damage taken* space on your Character Record). Only your *damage taken* total changes during play; your *Endurance* does not change.

If your *damage taken* exceeds your *Endurance* (see your Character Record), you are unconscious. If this occurred during a fight, you are defeated and must proceed as the text indicates. Otherwise, you are dead; your adventure is over and you may begin again from the start. If the text indicates that you "wake up", change your *damage taken* so that it equals your *Endurance*.

Each time you read a section of text that you have not read before and that does not require you to ***pick a number***, or fight, or ***take an action***, you may "rest", automatically reducing your *damage taken* by one.

FIGHTING

Fighting consists of a series of "rounds". During each "round", you attack your opponent or you attempt to flee **and** your opponent attacks you. Missile attacks and your Missile OB are **not** used in the Basic System.



If you choose to fight an opponent **or** the text indicates that you must fight, the combat is resolved in the following fashion:

1) You attack (see below) your opponent and then he attacks you. If you are surprised, reverse the order of the attacks for the rest of the combat.
2) Repeat step 1, a round of the fight, until one of the following conditions occur:
   a) One of you is **killed** (a "K" result on the Combat Table).
   b) One of you has more *damage taken* than *Endurance*. That combatant is **unconscious** and is defeated. (This can also occur due to a "U" result on the Combat Table.)
   c) You successfully **run away**. At the beginning of any round of combat, you may elect not to attack for that round. After your opponent makes his attack for that round, you may attempt to **run away** (use the Action Table):
      - If you are successful, the fight ends and you follow the text instructions **or** ***move on in a random direction***.
      - If you are unsuccessful, you are still engaged and must begin another round of the fight. (However, you may attempt to run away again).

After a fight, the text will indicate what you are to do.

Process for Resolving An "Attack":

1) Subtract the defender's Defensive Bonus (DB) from the attacker's Melee Offensive Bonus (OB) **and** ***pick a number.***
2) Using the Combat Table on the last page of this book, cross-index the number picked (in the vertical row on the left side of the table) and the difference between the OB and the DB (in the horizontal column at the top of the table).
3) The result is the amount of damage that the defender takes that round (increase his *damage taken* by that amount). The special results "U" and "K" end the combat immediately with the defender being knocked out (U, Unconscious) or more rarely, killed (K).

Fighting More than One Opponent

If the text indicates that you must fight more than one opponent in a given situation, "fight" the first one. If you defeat the first one, then fight the next one. Continue this process until you have defeated all of the opponents **or** you are defeated **or** you have successfully run away.

EQUIPMENT

Whenever you acquire money and equipment, record them on your Character Record in the spaces provided. Silver pieces are "money" and may be used during your adventures to pay for food, lodging, transport, bribes, etc. Certain equipment may affect your abilities. If you wish, refer to the Advanced System for the effects of armor and weapons.

TAKING AN ACTION

When the text directs you to ***take an action***, refer to the Action Table on the next to the last page in the book. Choose one of the actions listed and follow the directions given. Sometimes these directions will require you to use the "bonuses" listed on your Character Record.

CREATING YOUR *TOLKIEN QUEST* CHARACTER

If you do not want to create your own character, use the pre-created character found near the front of this book. If you decide to create your own character, you must follow the directions given in this section. Keep track of your character on the Character Record found near the front of this book. It is advisable to enter information in pencil so that it can be erased and updated. If necessary, you may copy or photocopy this Character Record for your own use.

As you go through this character creation process, refer to the pre-created character in the front of the book as an example.

STATS

Your character starts with certain mental and physical attributes called "stats" (short for statistics): Strength (St), Agility (Ag), and Intelligence (In). Before beginning this adventure, determine the values of these stats. ***Pick a number*** three times and assign one to each of the three stats (the choice is yours). Then record them in the *Stat Value* column on your Character Record.

Stat Bonuses

Each stat (St, Ag, In) may give a "bonus" when performing certain activities; keep in mind that these "bonuses" can be negative (or zero) as well as positive.

Each stat of **2—4** gives a bonus of **-1**
Each stat of **5—8** gives a bonus of **0**
Each stat of **9—10** gives a bonus of **+1**
Each stat of **11—12** gives a bonus of **+2**

Record these bonuses in the *Stat Bonus* column next to the *Stat Values* on your Character Record.

ENDURANCE

Your Strength stat determines the *Endurance* of your character. During combat you will take damage due to shock, pain, bleeding, etc. If this damage exceeds your *Endurance*, you will fall unconscious (pass out). Your

Endurance is equal to *twice your Strength stat plus 20*; record this on your Character Record.

SKILLS

The following 8 "skills" affect your chances of accomplishing certain actions during your adventures.

1) *Melee OB Skill:* This skill reflects your ability to attack in melee (hand-to-hand) combat. OB stands for "Offensive Bonus".
2) *Missile OB Skill:* This skill reflects your ability to attack using a missile such as a thrown spear or a bow. OB stands for "Offensive Bonus". (This skill is not used with the Basic System.)
3) *General Skill:* Use this skill when directed to perform general activities by the text, including: Climb, Track, Hunt, Ride, and Swim actions.
4) *Trickery Skill:* Use this skill when trying to move without being seen or heard (i.e., sneaking), trying to steal or take something held or protected by an opponent, picking a lock, escaping from bonds, and many other similar activities.
5) *Perception Skill:* This skill reflects how much information you gather through observation and exploration. It also reflects your ability to talk and negotiate with beings you meet during your adventures.
6) *Magical Skill:* This skill reflects your affinity with magic and spells. Use this skill when you try to cast a spell and when indicated by the text.
7) *Running Skill:* This skill reflects your chances of running away from danger.
8) *DB Skill:* This skill reflects your ability to avoid attacks. DB stands for Defensive Bonus.

Skill Bonuses

For each of these skills, you will have a *Skill Bonus*. Use your Skill Bonuses when you attempt certain actions; keep in mind that these "bonuses" can be negative as well as positive.

When you start your character, you have a total of six "+1 bonuses" to assign to your skills; the choice is yours

(see below). These bonuses may **not** be assigned to your "DB" skill or your "Running" skill.

You may assign more than one "+1 bonuses" to any given skill, but no more than three to any one skill. Thus, two "+1 bonuses" assigned to a skill will be a "+2 bonus", and three "+1 bonuses" will be a "+3 bonus". These bonuses should be recorded in the appropriate spaces in the *Skill Bonus* column on your Character Record.

If you do not assign any "+1 bonuses" to a skill, record a "-2 bonus" in the appropriate space. The "DB" and "Running" skills do **not** receive this "-2 bonus"; instead they are "0".

Applying Stat Bonuses to Skills

In the *Skill* section on your Character Record you will find a *Stat Bonus* column. Each space has a stat abbreviation next to it; in each space record the stat bonus corresponding to the abbreviation. (Refer to the pre-created character if you need help in following these instructions.)

TOTAL BONUSES

At this point, you should have a bonus recorded in each *Stat Bonus* space and each *Skill Bonus* space. Keep in mind that these "bonuses" can be negative as well as positive. For each skill, add the two bonuses and record the total in the appropriate *TOTAL BONUS* space.

When the text instructs you to "add your bonus", it refers to these *Total Bonuses*.

During play you may acquire equipment or abilities that may affect your bonuses. Use the *Equipment Bonuses* and *Special & Temporary Bonuses* spaces to record these bonuses. Of course, some of the *Total Bonuses* will have to be recalculated when this occurs.

SPELLS

You may decide to use the Optional Spell Rules. If so, for every "+1 bonus" that you do not assign to a skill, you may "learn" two spells that you may cast during play (see Optional Rules).

THE ADVANCED SYSTEM

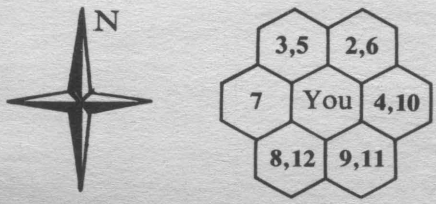
The Advanced System is similar to the Basic System in many respects but allows for more variety and action options. **If you are going to use the Basic System do not read any further.**

MOVING ON

When the text tells you to ***move on***, follow the same process described in the Basic System: choose any one of the spaces on the mapboard adjacent to the space you are in and read the Location Text section corresponding to that space.

Moving On in a Random Direction

If the text tells you to ***move on in a random direction***, you must ***move on*** to a randomly selected adjacent space. Outdoors, this space is selected by ***picking a number*** which corresponds to a specific space as indicated in the diagram below. If you cannot move in a direction due to an obstacle (river, edge of map, etc.), pick another number.(You start in the center space of the diagram below.)



TIME

Keeping track of time adds a great deal of flavor and excitement to the use of this gamebook, but it does require that you keep a running total of the amount of time that passes. If you desire an easier adventure, just use the gamebook as directed and ignore the text passages and rules referring to time (see the Basic System).

Passage of time will be abbreviated at the beginning of each text section as: *Time:* #, where # is the number of minutes. As you read each text section, add this amount to your time total.

Double these time figures when you ***move on in a random direction***.

NIGHTTIME

This gamebook assumes that the adventures take place during the daytime and that you rest at night. Nighttime starts when your time total reaches 13+ hours (780+ minutes) **and** you read a section of text that does not require you to ***pick a number***, fight, or ***take an action***.

At this point, you must rest: mark down that 1 day has passed and restart your time total to 0. You must also "eat a meal" (mark one meal used on your character record). If you do not have a meal, you may not heal any damage that night **and** you must increase your *damage taken* by 5. After all this is done, just proceed normally.

DAMAGE AND HEALING

Keep track of *damage taken* as indicated in the Basic System. If your *damage taken* exceeds your *Endurance* (see your Character Record), you are unconscious. If this occurs during a fight, you are **defeated** and must proceed as the text indicates. Otherwise, you remain unconscious until you heal enough so that your *damage taken* drops below your *Endurance*. If the text indicates that you wake up after a fight, reduce your *damage taken* to equal your *Endurance*.

Do not use the Basic System rule for healing. Each time you read a section of text that does not require you to ***pick a number***, fight, or ***take an action***, you may reduce your *damage taken* by 3 for each hour you spend "resting". At night, if you rest and eat a meal, you may reduce your *damage taken* by 15.

EQUIPMENT

You may only **wear**: 1 suit of armor, 1 dagger (on belt), 1 cloak, 1 backpack, and 1 belt and pouch.

In addition, you may **carry** a number of pieces of equipment equal to your *Strength* stat; this total may include a maximum of 3 weapons. If you lose your backpack, this number is reduced by half (round up), and you lose any excess equipment along with the backpack.

Certain special items indicated by the text may be obtained that do not follow these restrictions.

Armor has the following effects on your skill bonuses:

Plate Armor: +3 to DB; -3 to Trickery, Running, and Magical bonuses

Chain Armor: +2 to DB; -2 to Trickery, Running, and Magical bonuses

Leather Armor: +1 to DB; -1 to Trickery and Running bonuses

Shield: +1 to DB; -1 to Magical bonus

If you damage an opponent, your weapon can provide additional damage. (This additional damage applies to each attack only when a damage result of 1 or more is obtained.) **For example:** *Using the Combat Table, you inflict "8" damage on your opponent. If you are using a sword (+1 to damage), your opponent actually takes 9 damage points ("8" +1). If you are using a Battle-axe (+2 to damage), he would take 10 damage points ("8" +2).*

Sword	+1	
Mace	+2	(only if opponent is wearing
Spear	+0	chain or plate armor)
Dagger	-1	
Warhammer	+2	(but -1 to OB)
Battle-axe	+2	
Quarterstaff	+1	
Two-Handed Sword	+3	(but -1 to OB)
Bare-Handed	-3	(and -2 to OB)

The following weapons may be used once in a given combat as a missile attack (OB modifications are given in parentheses): battle-axe(-4), warhammer(-2), dagger(-1)

spear(-1), sword(-3), mace(-3). In such a case, the weapon may not be used in melee and may only be recovered if you defeat your opponent.

A bow may only be used in missile combat (see step 1 under **Fighting**), never in melee combat.

A shield may **not** be used with the following weapons: bow, battle-axe, quarterstaff, or two-handed sword.

TAKING AN ACTION

When the text directs you to ***take an action***, refer to the Action Table on the next to the last page in the book. Choose one of the actions listed and follow the directions given.

FIGHTING

Fighting consists of a series of "rounds". During each "round", you attack your opponent or you attempt to flee **and** your opponent attacks you.

If you choose to fight an opponent **or** the text indicates that you "must fight", the combat is resolved in the following fashion:

1) If you are surprised, proceed directly to step 3; otherwise, you **may** make a missile attack if able (see the attack resolution explanation). If your opponent is not surprised (i.e., he is aware of you), he will then make a missile attack against you if able (the text will specify if your opponent can make missile attacks).
2) No one is surprised for the remainder of the combat. Your opponent will attempt to force melee (hand-to-hand combat). You may attempt a **Run Past** action (see the Action Table). If successful, proceed to step 1; otherwise, proceed to step 3. *This completes one* **round** *of the fight.*
3) You are engaged in melee. You make a melee attack against your opponent, and he makes a melee attack against you. If you are surprised, reverse the order of the attacks for the rest of the combat. *This completes one* **round** *of the fight.*
4) Repeat rounds of the fight until one of the following conditions occur:
   a) One of you is **killed** (a "K" result on the Combat Table).

b) One of you has more *Damage Taken* than *Endurance*. That combatant is **unconscious** and is defeated. (This can also occur due to a "U" result on the Combat Table.)

c) You successfully **run away**. At the beginning of any round of combat, you may elect not to attack for that round. After your opponent makes his attack for that round, you may attempt to **Run Past** (use the Action Table):
   - If you are successful, the fight ends (follow text instructions or ***move on in a random direction***.)
   - If you are unsuccessful, you are still engaged and must begin another round of the fight at step 3. (However, you may attempt to run away again).

Resolve individual attacks as indicated in the Basic System. Using the Combat Table on the last page of this book, cross-index the difference in OB and DB with a ***number picked***. Be sure to add your character's Missile OB for missile attacks and Melee OB for melee attacks.

OPTIONAL RULES

These rules are included to allow the development of more complete Middle-earth characters and to add certain elements of fantastic realism to your adventures.

ADDITIONAL TERRAIN AND MOVEMENT RULES

Roads, Paths, and Trails

Using roads (also applies to paths and trails) can affect the passage of time. If the text or the mapboard indicates that there is a road between the space you are in and an adjacent space, you may choose one of the following options:

1) Use the road to ***move on*** to that space; in which case, use the time given in parentheses (e.g., for *Time: 20(5)* use 5 minutes).
2) ***Move on*** to that space but not use the road, in which case use the normal time passage.

This choice can be important because often your adventures will vary depending upon whether or not you are traveling on the road.

Travel on Horseback

If you have a horse and want to ***move on, pick a number*** and add your *General* Bonus. If the result is more than 6, reduce the "time used" (*Time: #*) for the next space by half (round up). Otherwise, use normal time passage. If the space moved into is indoors, woods, or river, normal time passage is always used.

Hunting & Foraging

If you are outdoors in a space containing woods or rough terrain, you may attempt to get a meal by hunting & foraging. ***Pick a number*** and add your *general* bonus. If the result is more than 7, you obtain one meal. In any case, you use 40 minutes of time.

MOVING AT NIGHT

If you wish to continue to move and adventure at night, you will have the following disadvantages:

1) The amount of time required for any outdoor activity is tripled (except for text passages involving fighting).
2) Treat all outdoor ***move on*** instructions as ***move on in a random direction***.
3) All of your bonuses are temporarily halved (round down).
4) Instead of healing *damage taken*, you take 1 point of damage for each hour of activity.

Until you "rest" (as decribed in the normal night rules), disadvantages #3 and #4 above will continue to apply. When you rest after having activity during the "night", your "time total" for the "next day" is restarted at:
your old time total - 900 (treat negative results as 0).

UNMODIFIED *PICKED* NUMBERS

In many situations, you are instructed to: ***Pick a number and add your xxxx bonus.*** If you have a very large bonus, this can often result in automatic success in certain activities. To avoid this, use the following rule: whenever you ***pick a number*** and it is a "2", do not add any bonuses. That is, 2's are never modified and always give a 2 result.

EXPERIENCE POINTS

After certain text passages, you will see *Exp Pt: #*. This is the number of "Experience Points" you receive. Keep a running total of points in the space provided on your Character Record. You may only receive experience points for a given text passage once.

These points have no affect on the abilities of your character until you have successfully completed this adventure and wish to start another ***Tolkien Quest*** gamebook with the same character.

If you are using a ***Tolkien Quest*** system character, for every 150 experience points received you may assign an additional +1 bonus to any of the allowed skills (the limit of +3 for a skill bonus doesn't apply, see "Creating Your Own Character") **or** you may choose two more spells that you may cast **or** you may ***pick a number*** and increase your endurance by that amount.

If you are using ***MERP***, 150 experience points is equivalent to 5000 ***MERP*** experience points.

RACE

You may choose one of the Middle-earth races for your character with the following results:

Man: Increase your *General* bonus by 1.

Elf: When underground, decrease your *Perception* by 1 and your *Magical* bonus by 1. When outdoors, increase your *Perception* by 1 and your *Magical* bonus by 1. Ignore disadvantages #1, #2, and #3 under the "Moving at Night" rules.

Dwarf: When underground, increase your *Perception* bonus by 1 and your *General* bonus by 1. Decrease your *Running* bonus by 1. Ignore disadvantage #1 and #3 under the "Moving at Night" rules. Dwarves may not "learn" spells #7, #11, and #15.

Hobbit: Increase your *Trickery* bonus by 2. Decrease your *Melee OB* by 2. Ignore disadvantage #1 and #3 under the "Moving at Night" rules. Hobbits may not "learn" spells #3, #5, #7, #11, and #15.

CASTING SPELLS

For every "+1 bonus" that you do **not** assign to a skill during the character creation process, you may "learn" two of the spells described below. Once a spell is "learned", your character "knows" it and is able to cast it within the restrictions given.

If you want to cast a spell, ***pick a number*** and add your *Magical* bonus. If the result is more than 6, the spell has been successfully cast. (Refer to the spell description for the effects.) Otherwise, the spell does not have an effect. You must "know" a spell in order to cast it.

Each time you successfully cast a spell, your *damage taken* is increased by the number given in parentheses in the spell description. This reflects the strain of casting spells.

If involved in a fight, you may only attempt one spell each time a missile would normally be fired; spells are useless in melee.

Unless stated otherwise, the effects of a spell last for one action, one activity, or one fight.

Spell Descriptions

1) **Item Analysis** (3): When indicated by the text, you may cast this spell and "analyze" an item (follow the directions given in the text).
2) **Balance** (2): Increases your *General* bonus by +2 for one activity to be attempted at the current text location.
3) **Calm** (5): May only be cast against one animal or normal being at a time (Man, Elf, Dwarf, Hobbit, Orc, Troll, etc.). ***Pick a number*** and add your *Magical* bonus. If the result is more than 7, the foe is "calmed" and will not attack unless you attack him or attempt to steal from him. Otherwise, the encounter proceeds normally.
4) **Camouflage** (3): For the purposes of **one** action, this spell increases your *Trickery* bonus by +2.
5) **Charm Animal** (6): You may cast this spell against any hostile normal "animal" (bear, wolf, snake, etc.). The animal will follow you (record its OB, DB, and Endur-

ance) and will fight any foe you desire it to. After it has fought once (one "fight") for you, the animal will leave. You may only have one animal "charmed" at a time.

6) **Clairvoyance** (5): When given a **choice** of two or more text sections to read, you may read two of them and then proceed to whichever one you want.

7) **Fire Bolt** (6): This spell may be used during combat when you would normally make a missile attack. ***Pick a number*** twice and add the two results plus double your *Magical* bonus; this result is the amount of damage taken by your opponent.

8) **Healing** (0): Reduces the amount of time required to heal 3 points of damage from 60 minutes to 20 minutes. Using this spell and then resting for a "night" heals all damage.

9) **Luck** (5): When you cast this spell just after you have ***picked a number***, you may ignore the number picked and ***pick a number*** again.

10) **Protection from Magic** (4): When the text indicates that an opponent is casting a spell, you may cast this spell. The number picked to resolve the spell will be decreased by your *Magical* bonus.

11) **Shield** (4): If cast at the beginning of a fight, this spell will increase your *DB* by +2. It may not be used if a normal shield is being used.

12) **Speed** (3): This spell may be cast whenever you attempt to **Run Away** or **Run Past**. Your *Running* bonus is increased by +2 for such attempts.

13) **Strength** (6): When cast at the beginning of a fight, this spell doubles the damage you give with melee attacks for the remainder of the fight.

14) **Sustain Self** (2): When cast, this spell has the same effect as eating a meal.

15) **Telekinesis** (5): You may cast this spell when faced with an opponent who is unaware of you. Make a **Steal & Take** action (see Action Table), adding your *Magical* bonus rather than your *Trickery* bonus. If you are unsuccessful (a result of 8 or less), your opponent is aware of you and you must ***take an action***.

AN OPTIONAL COMBAT FORMULA

For people who prefer formulas to tables, the following formula approximates the Combat Table results. Using the formula results in slightly more damage than using the Table.

- If the ***number picked*** is "2", automatic no damage.
- If the ***number picked*** is "12", automatic "U" plus normal *damage taken*.

Damage taken by defender =

Number picked −4 + attacker's OB − defender's DB

- If *damage taken* is 9 or more = "U"
- If *damage taken* is 11 or more = "K"

USING *MERP* WITH THIS GAMEBOOK

Middle-earth Role Playing is ICE's fantasy role playing (FRP) system for J.R.R. Tolkien's world of Middle-earth. We do not have room in this gamebook to describe its contents. Instead we will give guidelines in this section on how to use this gamebook with a ***MERP*** character.

Since ***MERP*** is a completely general FRP system, be very flexible when using it with this gamebook. Just use the mechanisms provided by ***MERP*** and your own common sense, and most situations will be easily resolved. Below we provide guidelines for situations which will arise most often in these gamebooks.

Fighting

When the text indicates that you must fight, just use the normal ***MERP*** combat system, your character's ***MERP*** combat stats, and your opponent's ***MERP*** combat stats (as given in the ***MERP*** **Stats Table** found in the rear of this book).

Like normal ***Tolkien Quest*** fights, fights resolved using ***MERP*** normally end in one of 3 ways: you are defeated, your opponent is defeated, or you successfully run away.

Either you or your opponent is "defeated" when you are rendered unconscious, killed, or incapacitated.

You may *run away* by making a ***MERP*** "medium"

moving maneuver (add your appropriate Moving Maneuver Bonus) resulting in "100" or more. These results are cumulative from round to round; thus you might be able to run away over the course of several rounds. For example, a result of "60" on the first round and a "50" on the second round would mean that you successfully "run away" at the end of the second round).

Taking Damage

Often the text will instruct you to *increase your damage taken* by a certain amount. Here are some suggestions for translating that damage into ***MERP*** damage (***Pick a Number*** will be referred to as "2–12"):

Tolkien Quest Damage Taken	**MERP Damage**
A fixed number	The same number of ***MERP*** concussion hits
(2–12) once	A ***MERP*** "A" Critical Strike + 1-10 hits
(2–12) twice	A ***MERP*** "C" Critical Strike + 1-10 hits
(2–12) 3 times	A ***MERP*** "E" Critical Strike + 1-10 hits

The type of "Critical Strike" can be determined by the situation (e.g., for a fall, use "impact" criticals, for fire use "heat" criticals, etc.). When in doubt, use "unbalancing" criticals.

Magic Items

An item with a +1 bonus in ***Tolkien Quest*** should have a +5 bonus in ***MERP*** and vice versa.

Resistance Rolls

The ***Tolkien Quest*** system uses the *Magical* bonus to resolve situations that would require "Resistance Rolls" (RR's) in ***MERP***. When you encounter these situations, follow the ***MERP*** RR procedure, using the bonus appropriate for the situation (e.g., use the Poison RR bonus versus poisons). When in doubt (with regards to spells) assume that they are Essence spells.

If the RR involves an opponent or a trap, use the levels given in the ***MERP*** Stats Table as the attack level for the RR. Otherwise, use an attack level of 3.

If you fail an RR, follow the instructions indicated by the lowest of the ranges given. If you successfully resist, follow the instructions indicated by the highest of the ranges given.

If three ranges are given and you resist, use the highest range. If three ranges are given and you fail an initial RR, make a second RR. If you fail the second, use the lowest range. If you resist on the second RR, use the middle range.

Using Bonuses

During play you are often instructed to ***"pick a number and add your xxxx bonus"***, where *xxxx* is Running, General, Trickery, Perception, or Magical. Then you are given two or more possible places to ***"turn to"*** based upon the result.

When using ***MERP***, use these corresponding ***MERP*** "Skill Bonuses" instead of the bonus indicated:

Tolkien Quest Bonus	***MERP* Skill Bonus**
Running	Moving Maneuver based upon armor worn
General	Climb, Ride, Swim, or Track
Trickery	Ambush, Stalk/Hide, Pick Lock, or Disarm Trap
Perception	Perception, Leadership & Influence
Magical	Read Runes, Use Item, or Make a Resistance Roll

The circumstances of the text passage usually make the specific ***MERP*** bonus obvious (e.g., if the passage says you are attempting to "swim", you use the ***MERP*** Swim Skill Bonus). If it is not obvious, use the one that seems most appropriate.

When you use a ***MERP*** Skill Bonus, divide by 10 (round down). For example, a ***MERP*** Swim Skill Bonus of 36 used in this gamebook would be a +3 *General* bonus (in appropriate situations).

PROLOGUE

You have just finished your evening chores in the stables of the Prancing Pony Inn when a middle-aged Hobbit approaches from the shadows.

"Come with me, young friend," he whispers, "a finger to his lips, "if you would help save the Shire." You want to ask questions – *Who are you? What do you want? Why* **me?** – but he insists that you follow him silently.

The Hobbit leads you on tiptoes through the courtyard of the three-storied inn and into the kitchen. You hear voices raised in song, and the merry sound heartens you, although the troubling mystery of your little mission lingers. You sneak by the surly cook and peek into the parlor before entering the smoky room, a log fire blazing in the hearth, and wait. The Hobbit points to a far corner of the room. "Go and take a seat. Trust me." Puzzled but concerned, you follow the hairy-footed fellow's advice.

Familiar faces fill the room. Long-bearded Dwarves gather on one bench near the fire, a husky bunch of Bree-landers drink ale in a corner, and a trio of Hobbits trade tall tales on stools near the door. At first you think they are the only folk in the room. Then your eyes adjust to the dim, grey light and you see several strangers sitting alone, some of them looking at you.

"Finished your chores?" Barliman Butterbur inquires from behind you. You turn to face the stocky, bald man and nod. "Then run along! Don't scare off the customers with that look of yours!" You turn and enter the parlor, taking a seat by yourself in one corner of the room.

Suddenly a heavy hand falls on your shoulder. You look up and face a tall stranger wearing a rough cloak and muddy leather boots. "Come. Let's talk." Something in the man's speech leads you to trust him.

The lean, clean-shaven stranger motions you to an empty bench near the fire and asks if you'll have some refreshment. Thirsty but a bit frightened, you shake your head. "I sent for you because I am told you can be trusted

to undertake a journey of the utmost importance," he says confidentially. "The mission is dangerous and you must not fail. The very existence of the Shire may be at stake. Will you accept this burden, to do or die?"

"I will." The ease with which the words escape your mouth surprises even you.

The stranger relaxes, stretching his long legs before him. "Good!" From his cloak he produces a long-stemmed pipe and a pouch of pipeweed. Lighting the pipe with a glowing twig from the fire, he puffs and surveys the room, the distinctive odor of nicotiana filling the air. "I am an old friend of the Hobbits of the Shire, who along with others call me Strider. I am a Ranger; the woods are my home."

Wide-eyed, you nod, having heard tales of the wood-wise and good Rangers.

Strider leans forward to speak confidentially. "Young friend, Black Riders are abroad. Have you heard of them? They were once great men whose lust for power enslaved them. They are now very powerful and deeply evil spirits, nine in number. They threaten the very existence of the Shire. That is why I have called for you."

You feel your heart pounding in your chest — is it from excitement or fear?

Strider goes on, taking a moment to glance around the room. "You have a quick mind and a brave heart, I am told. You will need both. What you must do is leave tomorrow at daybreak to warn the Shire of the coming of the Dark Riders. The Hobbits must prepare themselves for the worst. I would go myself but I must wait here for the arrival of a very important visitor."

The Ranger pauses again, sizing up a bearded, swarthy stranger who slips into a seat near you and orders ale in a gruff, foreign voice before asking for Bill Ferny. "Foremost, ride to warn Hobbiton," Strider whispers, eyeing the man nearby, who has also lighted a pipe, with suspicion. "Warn Buckland, the Marish, and the Bridgefields if you can; let them know in all the Farthings of the

Shire that the Riders are on their way. Do not worry about those good folk east of the Brandywine; Rangers are warning them even as we talk. Travel as far as you can, as fast as you can, however your wits will carry you. Find a messenger at Tuckborough who can be trusted to get the word to the Hobbits of Sackville and Michel Delving. You can trust the Shirriffs of each Farthing to help you, if you convince them to believe you. You will know the Shirriffs by the feathers in their caps. Leave at dawn — there's not another moment to waste. Here."

He hands you a small scroll and a pouch; you begin to open it, but Strider stops you. "Open the pouch in the privacy of your room, with the door bolted. You will find refreshment and medicinal herbs inside. The scroll is a map of the area. Study it before you leave Bree. Take this!" He hands you a gleaming silver dagger in a sheath that hangs neatly from your belt. "It will protect you and tell my friends that you are indeed my messenger. Do not lose it! And remember: avoid crossing openly at the bridge — a Black Rider watches it at all hours. You cannot match his power. Agents of the Dark Forces watch the main roads too, and the ferries both north and south. They may know of you already."

As Strider pauses, again casting his steely gaze around the room, your blood runs cold: they're after me already,

you think. "Beware the roads and the woods," Strider goes on. "Bandits and evil things prowl them in search of the likes of you. Servants of Sauron have stirred up the beasts and beings in the region. Be on guard in the Barrow-downs; great treasure lies entombed there, in the heart of that haunted land, but grave danger lurks there also. If you take that path, cross the downs as quickly as you can. If possible, I will send a Ranger to watch over you part of the way. You will know him by the silver star on his cloak. Tom Bombadil in the Old Forest and Gildor's Elves in the Green Hill Country may help you. But for the most part, you are on your own." You tuck the scroll inside your tunic, put the dagger and sheath on your belt, and tie the pouch to it.

"There is one more matter," Strider adds in a whisper. "When you return to your quarters, look under your bed. You will see a large sack. Take from the sack only one weapon or take the chain mail; I can spare nothing else, and your journey requires that you travel light. Now go!" the Ranger urges you. "I will see that no one follows."

You leave the haze and warmth of the Prancing Pony's parlor tingling with excitement and exit into the cool, clear air of a starry night. You check the courtyard, seeing no one, and cross to the stables where your room is. Inside the stables, the Hobbit courier waits for you. "Don't fail us!" he pleads. "Be very careful; trust no man unknown to you." The Hobbit leaves without making a sound, disappearing into the shadows.

Inside your room, you bolt the door, light a candle and quickly scan the map. You see that your journey will take you twelve leagues west to the Brandywine River — by the most direct route — and another twelve to Hobbiton, if you make it that far in time. It seems impossible, but you must try!

On the floor beneath your bed lie an empty backpack and a bag. You untie the string and open it; inside you find a sword, a bow with ten arrows, a mace and a suit of light chain armor.

Choose one weapon or the chain mail and enter it on your Character Record. Also enter seven meals (of lembas), 3 pieces of silver, three doses of a healing herb (when used, ***Pick a number*** *and reduce your damage taken by that amount), the silver dagger, and the area map (the color map insert included with this gamebook). You carry all of your equipment in the backpack lying beside the bag of weapons.*

You are in hex 1D. The adventure continues — move on!

LOCATION TEXT

Read only the text for the hex you are in.

1A *Time: 120*

Tall oaks and elms stretch unbroken before you. The haunting cries of strange birds echo overhead. Underfoot, dark twisting vines seem to grab at your ankles. *If you explore,* ***pick a number*** *and add your General bonus: if 2-6,* ***turn to 152;*** *if 7-12,* ***turn to 170;*** *otherwise,* ***move on.***

1B *Time: 120 (45)*

You face a natural crossroads. On one side looms a stand of tall trees; on the other, rolling grassy hills stretch westward as far as the eye can see. *If you explore,* ***turn to 235;*** *otherwise,* ***move on.***

1C *Time: 90 (60)*

WELCOME TO ARCHET, reads a weatherbeaten sign standing by the road. You see a smattering of small stone houses and smaller smials set into the fertile rolling hills of Bree-land. Deep woods stretch far beyond the settled edge of the small village. *If you explore Archet,* ***turn to 278;*** *if you wish to buy provisions,* ***turn to 446;*** *otherwise,* ***move on.***

1D *Time: 60 (45)*

You stand outside the Prancing Pony, wondering what kind of courage or foolhardiness has led you to undertake this perilous journey. In the soft shadows of the early morning, the familiar beaten track of the Great East Road appears suddenly ominous. Every strange face seems to follow you as you make your decision and head off on this most dangerous mission. *If you wish to buy provisions, turn to 446; otherwise, move on.*

1E *Time: 90*

You stand at the northern edge of the Barrow-downs; seemingly endless ridges stretch before you as far as the eye can see. All the childhood horror stories your grandparents told you about the haunted ruins run through your mind, and you shiver with foreboding. Only the wind and the sun seem to accompany you. You spy in the distance — perhaps a mile to the south — the ruins of a small castle atop a hillock. *If you explore the castle, turn to 160; otherwise, move on.*

1F *Time: 90 (45)*

The grassy Northway snakes north and south before you, no longer the majestic route it once was. The low bare ridges that are the Barrow-downs seem to surround you, and a stiff wind whistles in your ears. Suddenly you hear the sounds of an approaching wagon heading south on the road. *If you observe the wagon, turn to 215; otherwise, move on.*

1G *Time: 90*

The Barrow-downs seem to prowl the rolling land on either side of the Northway, which is now quiet. You hear a cricket chirping nearby, as if urging you to hurry. *If you wait for a wagon or a rider to come along, turn to 244; otherwise, move on.*

1H *Time: 90 (45)*

You stand near the crumbling ruins of a watchtower just off the overgrown track that is the Northway, long ago the road of Kings. There appears to be no sign of life other than a common green snake slithering behind a

stone as you approach. *If you explore the ruins, turn to 155; otherwise, move on.*

2A *Time: 60 (45)*

The tall trees of the Chetwood stand behind you. To the north and south the ancient Northway runs like a rocky, dried-up river bed. You feel a little afraid to leave behind the familiar road but know that your mission draws you west, and that you must follow the path of the sun. The stories that you've heard about Trolls roaming the wild hills west of the Northway keep you alert. ***Move on.***

2B *Time: 90 (45)*

To the south a mile or so stretch the northern knuckles of the Barrow-downs. The windswept, rocky hills before you are anything but welcoming. Overhead a large crow calls, as if warning you to turn back. ***Move on.***

2C *Time: 90 (45)*

You bend to check for Troll tracks in the heather and low grass that cover the rocky, rolling hills but spot nothing. Mounds of barrows stretch westward; the wind snaps at your ears. ***Move on.***

2D *Time: 90 (45)*

The Great East Road appears less travelled than you had thought; maybe all those stories you heard as a child about bandits and wandering magicians and merchants bustling along the route were just tales. With your home village of Bree a few miles behind, you begin to feel a homesickness and a sense of helplessness. You have been asked to do too much! Then your hand grasps for the silver dagger at your belt and you again feel brave and able. ***Move on.***

2E *Time: 90 (45)*

You cross the silent, overgrown Northway and continue making your way through the barren, windswept Barrow-downs. No sign of life comforts or alarms you, yet you cannot relax, for here on the downs, the Undead dwell! A half-mile ahead rises a ringed mound, a large barrow, from which a strange, plaintive cry emerges. *If you explore the barrow, turn to 107; otherwise, move on.*

2F *Time: 90*

More fortlike barrows dot the rugged, barren landscape before you. You are tempted to explore one, just to see what an ancient tomb is like, but you know you should rush on with your messages. ***Turn to 421.***

2G *Time: 90 (45)*

You begin to wonder if crossing the Barrow-downs was such a good idea after all. From within some of the tombs come eerie whistles and moans. It's just the wind, you say to yourself. But what about all the stories of hauntings and guarded treasures you heard about as a child? You come to a little grassy valley between two good-sized barrows. A small creature scurries from one. ***If you explore the barrow, turn to 103; otherwise, move on.***

2H *Time: 90*

Walking around and by the barrows troubles you. It's daytime — what could happen to me if I did a little exploring? Besides, what about all those stories of gold and gems and magic swords buried with Cardolan's ancient royalty, kings and princes whose bones lie beneath the rounded earthen domes so nearby? Yet your mission requires you to hurry on. ***If you explore a barrow, turn to 190; otherwise, move on.***

3A *Time: 60*

The rugged, open land rolls on before you. Will I ever see the Brandywine, you wonder. A hundred feet in front of you a small stand of woods looms. The shade and shelter from the brisk wind would be welcome, but you know that you should hurry on. Just then you see a tall shadow dart from behind one tree trunk to another. Was it friend or foe — or just your imagination? ***If you explore, turn to 195; otherwise, move on.***

3B *Time: 60*

The wind will never stop whistling, it seems, just as the up and down travel through the rolling hillside appears endless. Above you, the strange cry of a large black bird startles you. ***Pick a number: if 2-5, turn to 242; otherwise, move on.***

3C *Time: 75*

The northern knuckles of the Barrow-downs break up, and for a while you face a clear (though up and down) path west toward the River. A few birds fly by, but otherwise only the wind breaks the silence. From a small hilltop, you can make out the Great East Road a few miles south of you. Below and beyond you, a wagon slowly makes its way west along the road. *If you observe the wagon close-up, turn to 137; otherwise, move on.*

3D *Time: 75 (45)*

The wide dirt path that is the Great East Road seems to stretch on endlessly before you; only a solitary wagon ambling west moves through your field of vision. You wish for a companion to talk to. Stories of the bandits who prowl the road lead you to keep an eye out for cover as you continue. *If you observe the wagon more closely, turn to 270; otherwise, move on.*

3E *Time: 90*

More barren barrows and hillocks stretch before you as far as the eye can see. You have never seen such a an eerie lonesome place. The broken hedge wall and withering trees that stand south of the Road add to your sense of foreboding. But your weapon and your mission give you courage. The prominent burial mound just ahead looks promising — maybe it holds a great treasure. But can you spare the time? *If you explore the barrow, turn to 190; otherwise, move on.*

3F *Time: 90*

The rounded mounds that hold the bones and the special items of the honored dead seem to beckon for exploration, but you know you should hurry on. Just in front of you rises a large burial mound. *If you explore the barrow, turn to 107; otherwise, move on.*

3G *Time: 90*

The incessant wind whistles a haunting melody in your ears, but you hurry on, fighting the temptation to explore one of the tombs so nearby. Ahead of you looms a large, ringed barrow. *If you explore the barrow, turn to 103;*

*otherwise, **move on.***

3H *Time: 90*

The stark landscape of the downs worries you. There is nowhere to hide, should you be attacked. Fifty feet ahead of you looms a small barrow. ***Turn to 408.***

4A *Time: 60*

The rocky, rugged, hilly land before you stretches unbroken toward the horizon. Fighting the west wind, you press on, ever-vigilant for a wandering Troll or a roaming pack of hungry wolves. ***Pick a number: if 2-5, turn to 327; otherwise, move on.***

4B *Time: 60*

From the top of a hillock, you can see for miles in all directions. You detect no movement; only a large and solitary blackbird wings its way above the windswept, rugged earth. The bird circles above, as if watching for your whereabouts. *If you call to the circling bird, **turn to 203; otherwise, move on.***

4C *Time: 60*

The stark, rocky land rolls on before you, undulating toward the horizon. From atop a hillock, you spy the wide road running east and west just a few miles south of where you are. You could travel faster along the road — maybe even hitch a ride with someone — but you might also meet the bandits who prey on the likes of you, a callow youth so far from home. ***Move on.***

4D *Time: 75 (45)*

The road rises and falls with the rugged land, the wind ever- whistling in your ears. Before you, the road runs on like a tattered brown ribbon. The ruins of an abandoned watchtower and the earthen burial domes of the downs are the only breaks in the landscape. You look east and west but see no one and nothing approaching. The immensity of your task weighs on you, but its importance lightens your step and you hurry on. ***Move on.***

4E *Time: 90*

In the wailing wind that stalks the Barrow-downs, you

hear a strange sound, a haunting cry. Is it a beckoning or a warning? Suddenly the sound dies, and you are left alone, crossing the haunted hills as quickly as you can. A domed tomb stands fifty feet ahead of you. ***Turn to 421.***

4F *Time: 90*

An unearthly wailing in the west wind reaches your pricked ears. Goosebumps rise on your arms, and the hair on the back of your neck stands up. But is the wail a warning or a plea for help? You carefully continue, watching for any movement, searching the earth fruitlessly for tracks. *If you search for the source of the sound,* ***turn to 121;*** *otherwise,* ***move on.***

4G *Time: 90*

The abandoned tombs that surround you no longer seem so frightening. You get the urge to explore one of the larger ones — perhaps a Prince of the North hid his fortune there long ago — and spy one just ahead. You might find a magic item to speed you on your journey! ***Turn to 408.***

4H *Time: 90*

After crossing another small ridge encircling an ancient tomb, you decide to rest. Just as you close your eyes and lean back against the smooth sides of the barrow, an icy hand grabs at your sleeve. You jump, reaching for your weapon, but there is nothing to be seen. *If you search the tomb for what touched you,* ***turn to 103;*** *otherwise,* ***move on.***

5A *Time: 120*

You have heard that this region, with its rolling hills and small stands of trees, is home to several families of Orcs, so you remind yourself to keep a sharp eye. *If you explore,* ***turn to 249;*** *otherwise,* ***move on.***

5B *Time: 120*

You pause to rest in the shade of a small stand of leafy trees. You hear the sound of cracking twigs and stand to look around. *If you follow the sound to its source,* ***turn to 370.*** *Otherwise,* ***move on.***

5C *Time: 60*

Standing at the crest of a hillock, you can see the wide road a few miles to the south. A wagon slowly ambles west. *If you investigate the wagon, **move on to 4D** but **turn to 215; otherwise, move on.***

5D *Time: 90 (45)*

The road stretches unbroken before you. Having heard tales of bandits along the way, you keep a sharp eye for cover. Suddenly you hear the sounds of approaching horses coming fast. *If you hide, **pick a number** and add your Trickery bonus: if 10 or more, **turn to 363; otherwise, turn to 214.***

5E *Time: 90*

The hedge wall running south of the Road is broken in places; the line of trees that once marked it as a great route is ragged too. Decay surrounds you. Suddenly an eerie wail carries in the west wind, chilling you to the bone. Yet your mission and everything you know about the haunted barrows tells you that you must go on. *If you explore a barrow, **turn to 107; otherwise, move on.***

5F *Time: 90*

An unearthly, blood-chilling cry stops you in your tracks. You come upon a great barrow with a standing ring of earth surrounding it. Could this be the burial tomb of a First Age Prince? What great treasures might it hold? Perhaps you might claim some magic item to speed you on your mission. You approach warily, sneaking up to the entrance. Your heart races in your chest as the wail rises again, raising a ghastly warning against all intruders. ***Turn to 421.***

5G *Time: 90*

The eerie singing has ceased; now only the wind taunts you. Endless burial mounds loom before you like islands in a stark sea. Nearby a domed barrow stands. There could be treasure inside — or a living skeleton! *If you explore the tomb, **turn to 190. Otherwise, move on.***

5H *Time: 90*

Like a hundred islands scattered in an eerie ocean of

earth, the raised barrows march on before you, each mound round and smooth. You notice that the door to the nearest barrow stands locked, like all the others. *If you explore the tomb, **turn to 190; otherwise, move on.***

6A *Time: 120*

A small stand of woods looms before you. You rush on and find a small pond with clear water. You bend to sip the water, which is refreshingly cool, and resume your trek. ***Move on.***

6B *Time: 120*

The unbroken hills yield to a stand of poplars and a pond. You pause to slake your thirst, noticing a large cave entrance hidden behind trees and shrubs. *If you explore, **turn to 225. Otherwise, move on.***

6C *Time: 90*

The northern barrows break up here, giving a less ominous look to the domed earthern burial mounds. Just ahead of you, a small barrow stands. Could someone — or something — be inside? *If you investigate the tomb, **turn to 190; otherwise, move on.***

6D *Time: 90 (45)*

You hear horses galloping toward you, their hooves pounding on the road. ***Pick a number** and add your Trickery bonus: if 8 or more, **turn to 363; otherwise, turn to 373.***

6E *Time: 90*

You never dreamed so many princes had ever lived and that their royal bones could occupy so many tombs. Only the constant wind and an eerie wail from the east break the ominous silence of the downs. Before you, one barrow stands on a rise. *If you investigate the tomb, **turn to 190; otherwise, move on.***

6F *Time: 90*

The rising and falling nature of the downs wearies you. You pause to rest at the weathered ridge of one barrow, its round dome smooth and bare. *If you investigate the tomb, **turn to 190; otherwise, move on.***

6G *Time: 90*

Atop the ridge surrounding one ancient royal tomb, you pause to survey the landscape. You see nothing but a pair of birds circling overhead. A once-majestic barrow stands just twenty feet away. Who knows what booty you might find? But your mission beckons with all the urgency you can muster. *If you explore the tomb, turn to 107; otherwise, move on.*

6H *Time: 90*

More domed burial mounds rise before you, like rough atolls in a stark sea of earth. You notice with a start that the heavy oaken door to the tomb just fifty feet ahead seems to stand ajar. Perhaps you can squeeze in and seize a treasure of the First Age or a magic item to speed you along! But will such a treasure stand unguarded? ***Turn to 421.***

7A *Time: 120*

Through the trees you get a glimpse of the most terrifying of sights in the hills of Bree-land: a deep, gloomy, and lived-in cave ideal for Orcs. You approach warily, although you know from gruesome childhood stories that Orcs rarely appear in daylight. ***Turn to 100.***

7B *Time: 120*

You spy the ruins of a once-grand manor house through the trees. The roof has collapsed, but the stone walls still stand. The wind blowing through the cracks raises a lonesome cry. Suddenly you hear the sounds of movement inside the ruins. *If you explore the ruin further, turn to 248; otherwise, move on.*

7C *Time: 60*

You come to a rise and look south toward the Road, which lies quiet and still a few miles away. Tales of Orcs and Trolls and roaming bandits hurry you along the rocky, rolling hills. ***Pick a number: if 2-5, turn to 327; otherwise, move on.***

7D *Time: 90 (45)*

Your tiresome journey continues. Suddenly you see a tall, dark-haired man on horseback emerge from a stand of trees along the highway. ***Turn to 441.***

7E *Time: 90*

The barrows rise around you like eerie earthen cakes from the rugged stark earth. You feel the urge to hurry, never mind your tired and sore body. ***Turn to 408.***

7F *Time: 90*

How many more barrows must I pass, you wonder, eager to leave the rugged, windswept downs behind you. You look all around; the frightening sensation of being watched sends a ripple of fear through you. Yet you see nothing but burial mounds and grass and the clear sky. ***Turn to 421.***

7G *Time: 90*

You pass another ancient burial mound, eager to get on with your mission. Walking into the brisk wind plays tricks with your hearing; sometimes you swear you hear a friend calling to you to beware, but no one is there. ***If you explore the mound, turn to 121; otherwise, move on.***

7H *Time: 90*

It seems you have been wandering through the Barrow-downs for days, and yet more ancient mounds loom before you. The urge to explore one is overtaken by the urgency of your mission, and you trudge westward, toward the River beyond your sight and smell, the River you must reach soon if you are to alert the Shire. ***If you explore a barrow, turn to 121; otherwise, move on.***

8A *Time: 120*

A stretch of woods stands before you. You hear a bellow unlike that of any man. ***Pick a number: if 2-7, turn to 180; if 8-12, you may turn to 403 or move on.***

8B *Time: 120*

You leave grassy hills for a stand of tall trees. A beastly bellow freezes you with fear. ***Pick a number: if 2-5, turn to 180; if 6-12, you may turn to 403 or move on.***

8C *Time: 60*

High on a hillock you spy the Great East Road a few miles to the south. You decide now either to trust your fate to the road or to press on through the wilder land north of it. ***Move on.***

8D *Time: 90 (45)*

A rickety abandoned inn leans toward the road, the wind whistling an eerie tune through it. From the outside, the old two-story frame building appears safe and sound. *If you explore the inn,* ***turn to 169;*** *otherwise,* ***move on.***

8E *Time: 90*

Downs stretch before you like ugly knuckles of earth. The wind bites at your face as you approach a rounded burial mound, its heavy oak door locked and barred. *If you explore the tomb,* ***turn to 190;*** *otherwise,* ***move on.***

8F *Time: 90*

Before you, an ancient round-domed barrow stands, its door locked. What gold and weapons might lie scattered inside? *If you explore the tomb,* ***turn to 107;*** *otherwise,* ***move on.***

8G *Time: 90*

You glimpse the Old Forest a few miles to the west; the cool, ancient woods beckon to you. Hiking across the haunted Barrow-downs no longer chills you with fright. ***Turn to 408.***

8H *Time: 90*

Only one stretch of downs stands between you and entry into the ancient woods called the Old Forest. You hurry over the rolling, windswept hillocks, eager to get to the river. Over a rise, you stumble upon a large barrow. *If you explore the tomb,* ***turn to 103;*** *otherwise,* ***move on.***

9A *Time: 120 Exp Pt: 1*

A clear cool pond lies before you, shimmering in the sun. The woods around it offer protection. You enter and bend to drink just as a baby brown bear approaches, sniffing your knapsack. You bend to shoo it away just as an enraged bear six feet tall appears from behind a berry

bush. ***Pick a number and add your General bonus: if 8 or more, turn to 207; otherwise, turn to 180.***

9B *Time: 90*

Rolling hills lead you on toward the river and the completion of your task. Suddenly you hear the sounds of horses racing toward you. ***Pick a number and add your Trickery bonus: if less than 7, turn to 373; otherwise, turn to 363.***

9C *Time: 60*

From the top of a hillock, you can see the Road and the more- travelled way west. One solitary rider gallops west, toward the Bridge. You watch him ride out of sight, wondering who he might be and what his motives are. ***Move on.***

9D *Time: 90 (45)*

The road leads on. Weary of walking, you pray for a horse or a wagon to come along. Then, from behind you, a hay wagon slowly approaches, driven by a man who appears to be a farmer. The answer to your prayers? *If you greet the man,* ***turn to 187; otherwise, move on.***

9E *Time: 90*

The downs wear at you; the green curtain of the Old Forest looms just a few miles ahead. To the north you see the ragged hedge-wall that runs south of the Great East Road. Beside it stands a broken line of trees. ***Turn to 421.***

9F *Time: 90 Exp Pt: 1*

You come upon the tall leafy trees of a wood, leaving behind the barren Barrow-downs; a rough trail cuts through the woods to the southwest. ***Pick a number:***

- *If 2-5,* ***turn to 370.***
- *If 6-7,* ***turn to 104.***
- *If 8-11,* ***turn to 432.***
- *If 12,* ***turn to 128.***

9G *Time: 90*

The forest looms to the west; to the east, the downs surround you yet. ***Pick a number: if 2-5, turn to 370; otherwise, move on.***

9H *Time: 90*

You stand at the southwestern edge of the Barrow-downs, the Old Forest just a mile to the west. Two tombs stand nearby. *If you wish to explore one of the tombs, **turn to 103** or **turn to 107**; otherwise, **move on.***

10A *Time: 60*

Will the rugged rolling hills ever end? Will you ever see the rolling waters of the Brandywine? ***Pick a number** and add your General bonus: if 2-5, **turn to 198**; otherwise, **move on.***

10B *Time: 60*

The rugged landscape won't give way to the river valley. ***Pick a number** and add your General bonus: if 2-7, **turn to 198**; otherwise, **move on.***

10C *Time: 90*

You spy the wide road to the south, and on it, a wagon making its way west. *If you scout the road, **move on** to 10D but **turn to 270**; otherwise, **move on.***

10D *Time: 120 (45)*

How quiet the road is here. Perhaps those dire warnings about undead riders at the Bridge are just stories! The woods to the south look dark and deep. ***Pick a number**: if 2-5, **turn to 215**; otherwise **move on.***

10E *Time: 120 Exp Pt: 1*

The forest cools and calms you. You ache to lie down and rest. ***Pick a number:***

- *If 2-3, **turn to 348.***
- *If 4, **turn to 128.***
- *If 5, **turn to 231.***
- *If 6-12, **Pick a number** and add your General bonus:*
  - *If 2-7, you are lost; **move on** in a random direction.*
  - *Otherwise, **move on.***

10F *Time: 120 Exp Pt: 1*

Deeper in the woods, the trees seem to change, to grow older and hoarier, as if threatening you. ***Pick a number:***

- *If 2-3, **turn to 128.***
- *If 4-5, **turn to 382.***

- *If 6-12,* ***Pick a number*** *and add your General bonus:*
  - *If 2-8, you are lost,* ***move on in a random direction.***
  - *Otherwise,* ***move on.***

10G *Time: 90 Exp Pt: 1*

The woods are deep and dark. A trail leading southwest cuts a neat path through the thick stands of oak and willow trees. ***Pick a number:***

- *If 2-4,* ***turn to 382.***
- *If 5-10,* ***turn to 432.***
- *If 11-12,* ***turn to 189.***

10H *Time: 90 Exp Pt: 1*

Here the woods have their merry, beautiful spots, where brook and meadow kiss in delightful union. A trail leading west and a peaceful stream running beside it disperse the deep gloom of the forest. ***Pick a number.***

- *If 2-4,* ***turn to 128.***
- *If 5,* ***turn to 196.***
- *If 6-12,* ***turn to 432.***

11A *Time: 60*

The rugged rolling land continues to challenge and tire you. Ahead, a ruined castle stands alone atop a small hill. If you explore the ruined castle, ***turn to 160; otherwise, move on.***

11B *Time: 60*

The rolling, rocky land will not surrender to the flatlands further west. ***Pick a number: if 2-4, turn to 198; if 5-6, turn to 370; otherwise, move on.***

11C *Time: 60*

The rugged, stark land rolls on, testing your mettle. ***Move on.***

11D *Time: 120 (45)*

You sense the land growing flatter as you near the river. The East Road appears strangely quiet, too quiet. ***Pick a number: if 2-6, turn to 214; otherwise, move on.***

11E *Time: 120 Exp Pt: 1*

The heart of the forest is cool and misty. You ache to lie down and rest. ***Pick a number***

- *If 2, turn to 128.*
- *If 3-4, turn to 382.*
- *If 5, turn to 196.*
- *If 6-12, Pick a number and add your General bonus:*
  - *If 2-7, you are lost; move on in a random direction.*
  - *Otherwise, move on.*

11F *Time: 120 Exp Pt: 1*

The shade of the forest is welcome but ominous. ***Pick a number:***

- *If 2-3, turn to 128.*
- *If 4-5, turn to 348.*
- *If 6-12, Pick a number and add your General bonus:*
  - *If 2-9, you are lost; move on in a random direction.*
  - *Otherwise, move on.*

11G *Time: 90 Exp Pt: 1*

The deep, dark woods frighten and confuse you. ***Pick a number:***

- *If 2, turn to 128.*
- *If 3-4, turn to 231.*
- *If 6-12, Pick a number and add your General bonus:*
  - *If 2-8, you are lost; move on in a random direction.*
- *Otherwise, move on.*

11H *Time: 90 Exp Pt: 1*

The forest is deep and eerie. You are suddenly very weary. You must lie down and rest among the stately willows on the banks of what you believe to be the Withywindle, which runs just south of the east-west trail through the Forest. ***Pick a number:***

- *If 2-4, turn to 128.*
- *If 5, turn to 348.*
- *If 6-12, turn to 432.*

12A *Time: 60*

Rough, rolling terrain takes a toll on your boots — and your feet! ***Pick a number: if 2-5, turn to 198; otherwise, move on.***

12B *Time: 60*

Up and down the rough, rolling land you walk, your mis-

sion driving you on in a hurry. ***Pick a number: if 2-4, turn to 198; otherwise, move on.***

12C *Time: 60*

The rugged land wearies you; you ache to rest. ***Pick a number: if 2-5, turn to 225; otherwise, move on.***

12D *Time: 120 (45)*

The land flattens and softens; the River should be near. But if you heed Strider's warnings, you must not stay too near the Road. ***Turn to 344.***

12E *Time: 120 Exp Pt: 1*

The cool, misty forest tires you. You lie down to rest. ***Pick a number:***

- ***If 2, turn to 128.***
- ***If 3-5, turn to 231.***
- ***If 6-12, Pick a number and add your General bonus:***
  - ***If 2-7, you are lost; move on in a random direction.***
  - ***Otherwise, move on.***

12F *Time: 120 Exp Pt: 1*

Heavy mists and tangled vines make the going tough, but you hurry on, searching for a path through the Forest.

- ***If 2, turn to 128.***
- ***If 3, turn to 348.***
- ***If 4-5, turn to 399.***
- ***If 6-12, Pick a number and add your General bonus:***
  - ***If 2-7, you are lost; move on in a random direction.***
  - ***Otherwise, move on.***

12G *Time: 120 Exp Pt: 1*

The deep, misty woods lull you. You long to rest. ***Pick a number:***

- ***If 2, turn to 128.***
- ***If 3-4, turn to 382.***
- ***If 5-6, turn to 348.***
- ***If 7-12, Pick a number and add your General bonus:***
  - ***If 2-8, you are lost; move on in a random direction.***
  - ***Otherwise, move on.***

12H *Time: 90 Exp Pt: 1*

The surrounding woods are deep and disorienting, but the trail and stream leading east and west make for easier travel. ***Pick a number:***

- ***If 2-4, turn to 128.***
- ***If 5, turn to 382.***
- ***If 6-12, turn to 432.***

13A *Time: 75*

The rough, rolling land refuses to yield. ***Pick a number: if 2-5, turn to 327; otherwise, move on.***

13B *Time: 60*

You smell the river to the west. If you follow your nose and head west, you will see the mighty brown waters of the Brandywine twisting in the sun. But by your map, there is no ford here, and no ferry. ***If you swim across the river, turn to 339; otherwise, move on.***

13C *Time: 60*

The rolling hills and rocky earth stretch as far as the eye can see. ***Move on.***

13D *Time: 60 (45)*

You are so near the river you can smell it! Flush with excitement, you creep through the heather and shrubs, careful to keep a constant watch on the Bridge. There's no one in sight. ***Pick a number and add your Perception bonus: if 8 or more, turn to 282; otherwise, turn to 246.***

13E *Time: 120*

A ragged hedge-wall runs south of the road, a broken line of trees standing beside it. As the wall merges into the High Hay hedge, the hazy, cool woods give way to the fields of Buckland. ***If you explore, turn to 399; otherwise, move on.***

13F *Time: 60*

You stand along the banks of the Brandywine, hidden by bushes and willows. ***If you swim across the river, turn to 339; otherwise, move on.***

13G *Time: 120*

The dark, foggy woods lull you; you ache to rest. ***Pick a number:***

- *If 2, turn to 128.*
- *If 3-5, turn to 196.*
- *If 6-7, turn to 399.*
- *If 8-12, Pick a number and add your General bonus:*
  - *If 2-6, you are lost,; move on in a random direction.*
  - *Otherwise, move on.*

13H *Time: 120 (75)*

The mighty brown river beckons to the west. A stream and trail seem to lead directly to the banks of the Brandywine. Neither a crossing nor a ferry is in sight. *If you swim across the river, turn to 339; otherwise, move on.*

14A *Time: 75*

You stand near the shore of the Brandywine, hidden by shrubs. Through the trees you see two rough-looking men standing near a ferry made of logs. *If you remain hidden and observe the men, turn to 167. If you swim across, turn to 339; otherwise, move on.*

14B *Time: 75*

The River rushes on; to the west, you see the southern tip of the Hills of Scary. *If you explore, turn to 325; otherwise, move on.*

14C *Time: 60*

The Brandywine twists and rolls in the sun like a serpent. You spy a small island in the center of the wide brown waters. *If you swim across the river, **turn to 339;** otherwise, **move on.***

14D *Time: 75 (45)*

To the east, you see the Bridge and the rolling brown waters of the Brandywine. The Great East Road stretches before you; the gentle stream known as The Water flows north of the Road. (The Water is easily crossable at numerous footbridges and fords.) ***Pick a number** and add your Perception bonus: if 10 or more, **move on;** otherwise, **turn to 246.***

14E *Time: 60*

With no ford or ferry in sight, you pause to consider what to do. *If you swim across the river, **turn to 339;** otherwise, **move on.***

14F *Time: 90*

The green land is spongy near the river. You spy a brook flowing south. ***Pick a number:** if 2-4, **turn to 214;** if 5-6, **turn to 370;** otherwise, **move on.***

14G *Time: 75*

The woods give way to a small Hobbit village, Newbury. There, a friendly Halfling points the way to the ferry. He listens to your warnings about Black Riders, adding that he has heard such tales before.

You pass through Bucklebury, where Hobbits hide behind locked doors as you pass, watching you closely. Skirting Buck Hill, you pass the gate at Brandy Hall, where a proud Hobbit named "Something-Unintelligible Buck" spins a long tale of his great heritage.

The land flattens as you near the river. Ahead you spot a flat-bottomed ferry, apparently unattended. *If you steal the ferry, **turn to 209;** if you observe the situation and stay hidden, **turn to 183;** if you swim across, **turn to 339;** otherwise, **move on.***

14H *Time: 150*

The marshes stretch on, sheltering wildlife and if rumors be true, pools of quicksand and many strange creatures. ***Pick a number and add your General bonus: if 2-6, turn to 334; otherwise, move on.***

15A *Time: 120*

The Hills of Scary stand to the north; but a few miles to the west lies the small town of Quarry. ***Move on.***

15B *Time: 60*

The fertile, rolling hills seem to welcome you, but you know you're not safe here — nor is anyone! You spy the ruins of a castle just a half-mile ahead. ***If you explore the ruins, turn to 160; otherwise, move on.***

15C *Time: 60*

You tire of walking up and down the hills, but you have chosen this route as the safest. But is it? ***Pick a number: if 2-5, turn to 214; otherwise, move on.***

15D *Time: 60 (45)*

The Great East Road stretches out before you; to the southeast lies a smaller road. The Water flows by to the north of the road. (The stream is easily crossable at numerous footbridges and fords.) ***Pick a number: if 2-5, turn to 246; otherwise, move on.***

15E *Time: 60 (45)*

Atop one hillock, you look in all directions and see a small road heading northwest and southwest. Only small stands of woods and ponds break the isolation just west of the Brandywine. ***Move on.***

15F *Time: 60 (45)*

Numerous ponds and hedgerows color the landscape. Surrrounded by fertile, marshy fields and nestled near the stream called Stockbrook is Stock, chief town of the northern Marish.

- *If your journey has taken no more than 2 days 40 minutes, **turn to 439.***
- *If you have journeyed no more than 2 days 340 minutes, **turn to 410.***
- *If your travel time exceeds 2 days 340 minutes, **turn to 431.***

15G *Time: 90*

Ah, the marshy Marish! Green as a garden, yet soggy as a sponge, it is a peculiar but nonetheless welcome sight.

- *If your journey has taken no more than 2 days 140 minutes, **turn to 425.***
- *If you have journeyed no more than 2 days 440 minutes, **turn to 415.***
- *If your travel time exceeds 2 days 440 minutes, **turn to 443.***

15H *Time: 150*

The marshes suck at your feet with each step. You must get out of this muck or you will never warn the Shire in time. ***Pick a number and add your General bonus: if 2-6, turn to 334; if 7, turn to 370; otherwise, move on.***

16A *Time: 120*

Travelling the Hills of Scary tires you. You ask some men about buying a pony or a horse on the outskirts of Quarry, but no one is selling one, or anything else. You must find a faster route. ***Pick a number: if 2-6, turn to 214; otherwise, move on.***

16B *Time: 60*

Weary of up and down travel, you yearn to rest again. You come upon a small stand of trees and pause to catch your breath. ***Pick a number: if 2-5, turn to 382; otherwise, move on.***

16C *Time: 60*

You pause to check out the fertile scene before you. The meadows of the Bridgefields area warm your heart. Seeing a Hobbit farmer working his fields, you wave to catch his eye. ***If you try to warn the Bridgefields area, turn to 413; otherwise, move on.***

16D *Time: 60 (45)*

The Road stretches on, quiet now. To the north, the gentle flow of the Water promises calm, for it is easily crossable at numerous footbridges and fords. Then you hear the thunder of fast-approaching hooves and dive for cover. ***Pick a number: if 2-5, turn to 246; otherwise, turn to 214.***

16E *Time: 60 (45)*

Hills reach ever westward; you pause to rest. A road runs southeast to southwest. ***Move on.***

16F *Time: 60 (45)*

Hills and small stands of woods obscure your view. You come upon a road leading northeast and northwest. ***Move on.***

16G *Time: 90*

In the spongy Marish area, you ask several Hobbits for assistance on your mission, but they seem none too friendly. One spitefully calls you a "bounder." *If you try to warn the Marish area, **turn to 438.** Otherwise, move on.*

16H *Time: 150*

Trudging through marshes, you curse your luck and your decision to take a southern route. Voracious flies and neeker-breekers bite hungrily at your skin. This part of the Marish is no picnic. ***Pick a number** and add your General bonus: if 8 or more, **move on;** otherwise, **turn to 334.***

17A *Time: 60*

The Hills of Scary are worn and old but shelter many evils, if legends are to be believed. To the west lies a road leading north and south. ***Move on.***

17B *Time: 60(45)*

The fertile hills roll on. A road cuts northwest and southwest. ***Move on.***

17C *Time: 60*

The up and down travel through the meadows of the Bridgefields area slows you — is this the wisest route, you wonder? *If you try to warn the Bridgefields area, **turn to 413;** otherwise, **pick a number:** if 2-6, **turn to 382;** if 7-12, **move on.***

17D *Time: 60 (45)*

The gentle stream known as The Water flows north of the Road; it is easily crossable at numerous footbridges and fords. Near Whitfurrows, the Road bears some traffic:

farmers, merchants, and shady-looking horsemen. Yet no one will give you a ride. Is it your shabby appearance? Then along comes a wagon driven by a crude-looking fellow who slows to look at you. *If you call to the man, **turn to 187; otherwise, move on.***

17E *Time: 60 (45)*

The settled farms and meadows seem never to end; you trudge on, one eye cocked for trouble. ***Move on.***

17F *Time: 60 (45)*

Hills, low-lying marshes and woods slow your progress. A small road cuts past you running northeast and west. ***Move on.***

17G *Time: 60*

The Stockbrook flows by, ideal for fishing, swimming or just relaxing, but you have little time. ***Pick a number: if 2-4 turn to 246; otherwise, Move on.***

17H *Time: 90*

The woods to the west appear cool and shady but you must hurry. To the east lie the teeming marshes. ***Move on.***

18A *Time: 90 (45)*

At last you see chimney smoke. Ahead, tucked between two low, rocky ridges, is the town of Scary.

- *If your journey has taken no more than 2 days 240 **minutes, turn to 442.***
- *If you have journeyed no more than 2 days 640 **minutes, turn to 405.***
- *If your travel time exceeds 2 days 640 **minutes, turn to 422.***

18B *Time: 60*

A rugged road leading south to Whitfurrows and the Great East Road lies a few miles to the east, according to your map. *If you try to warn the Bridgefields area, **turn to 413; otherwise, move on.***

18C *Time: 60 (45)*

A road leads southwest to Whitfurrows and northeast to

Scary. Will you follow it to speed your journey or continue making your way through the rolling fields and glens? ***Move on.***

18D *Time: 60 (45)*

After a hard push, you arrive at the quaint crossroads town of Whitfurrows.

- *If your journey has taken no more than 2 days 240 minutes, turn to 428.*
- *If you have journeyed no more than 2 days 640 minutes, turn to 418.*
- *If your travel time is over 2 days 640 minutes, turn to 436.*

18E *Time: 60*

The hills and vales, however peaceful and charming, seem endless. ***Move on.***

18F *Time: 60 (45)*

You see the edge of the Green Hill Country standing before you like a verdant wall. A small east-west road cuts through the land, almost apologetically. ***Move on.***

18G *Time: 75*

A stream leading east and west knifes through the pastures. ***Move on.***

18H *Time: 90*

The southern tip of the Green Hill Country, near Woody End, looms before you. ***Pick a number: if 2-3, turn to 104; if 4-11, move on; if 12, turn to 304.***

19A *Time: 60*

With the Hills of Scary in sight, the fertile land rolls on toward the North Farthing of the Shire. ***Move on.***

19B *Time: 60*

Hills and marshes trade places with wild, abandoned stone quarries, each of them trying to slow you down. It's rough going! ***Move on.***

19C *Time: 60*

The rolling pastures are parted by a crude path. You are surprised to see no Hobbit-farmers out tending their fields. ***Move on.***

19D *Time: 60 (45)*

Near the Great East Road and outside the Hobbit village of Frogmorton, you stop to ask a smiling Hobbit-gardener where the Shirriff might be. He points toward town, urging you to greet the locals. The gentle stream known as The Water flows north of the Road; it is easily crossable at numerous footbridges and fords. ***Move on.***

19E *Time: 60*

The hills roll before you like great smooth serpents. ***Pick a number: if 2-5, turn to 104; otherwise, move on.***

19F *Time: 90*

In the Green Hill Country, you wander through the solemn woods, thinking that maybe you'll meet some of the Elves that are sometimes seen in this area. ***Pick a number: if 2-10, move on; if 11-12, turn to 304.***

19G *Time: 90 (45)*

As you near the northeasternmost edge of Green Hill Country, you arrive in Woodhall.

- *If your journey has taken no more than 2 days 340 minutes, **turn to 433.***
- *If you have journeyed no more than 2 days 740 minutes, **turn to 444.***
- *If your travel time is longer than 2 days 740 minutes, **turn to 437.***

19H *Time: 120*

Deeper in the Green Hill Country, you wander alone, trying to hurry through the dark woods. ***Pick a number:***

- *If 2-3, **turn to 304.***
- *If 4-5, **turn to 370.***
- *If 6-12, **Pick a number** and add your General bonus:*
  - *If 2-7, you are lost; **move on in a random direction.***
  - *Otherwise, **move on.***

20A *Time: 60*

Beyond the Hills of Scary, the land varies between rugged, open land, small stands of woods and tended fields. ***Move on.***

20B *Time: 60*

This rugged territory may be home to all manner of beast. ***Pick a number and add your Perception bonus: if 2-9, Turn to 412; otherwise, turn to 420.***

20C *Time: 60*

You hurry over and around the rugged hills with the passion of your mission burning in your mind. ***Move on.***

20D *Time: 60 (45) Exp Pt: 3*

Before you is Frogmorton, one of the chief towns in East Farthing.

- *If your journey has taken no more than 2 days 340 minutes, **turn to 429.***
- *If you have journeyed no more than 2 days 740 minutes, **turn to 435.***
- *If your travel time exceeds 2 days 740 minutes, **turn to 414.***

20E *Time: 60*

The marshes and tended fields of the East Farthing seem to grab at you to slow you down. ***Pick a number.***

- *If 2-5, **turn to 412.***
- *If 6-8, **turn to 420.***
- *If 9-12, **move on.***

20F *Time: 90*

You wander the woods in search of respite and perhaps Elves. ***Pick a number:***

- *If 2-4, **turn to 304.***
- *If 5, **turn to 104.***
- *If 6-12, **Pick a number** and add your General bonus:*
  - *If 2-7, you are lost; **move on in a random direction.***
  - *Otherwise, **move on.***

20G *Time: 90 (45)*

A road leading northeast and west cuts through the heart of the woods. ***Pick a number:***

- *If 2-4, **turn to 304.***
- *If 5, **turn to 370.***
- *If 6-12, **turn to 447.***

20H *Time: 120*

The woods stretch ever on; you circle the thickest stands. ***Pick a number:***

- ***If 2-3, turn to 304.***
- ***If 4-5, turn to 382.***
- ***If 6-12, Pick a number and add your General bonus:***
  - ***If 2-8, you are lost; move on in a random direction.***
  - ***Otherwise, move on.***

21A *Time: 60*

You hurry past these forsaken hills and fields, eager to tell the Hobbits your vital information. ***Move on.***

21B *Time: 60*

Fields and rolling hills obscure your vision and wear you out. ***Move on.***

21C *Time: 60*

You spy the Great East Road from a hillock. Joining it might speed your mission, but is it worth the risk? ***Move on.***

21D *Time: 60 (45)*

West of Frogmorton, the Road is surprisingly free of traffic. The Water flows north of the Road; the stream is easily crossable at numerous footbridges and fords. Suddenly you spy a wagon. ***If you approach the wagon, turn to 215; otherwise, move on.***

21E *Time: 60*

North of the Green Hill Country, you grow alert for signs of bandits. ***Move on.***

21F *Time: 90*

At the northern edge of the Green Hill Country, you search for the quickest route to your destination. ***Pick a number:***

- ***If 2, turn to 304.***
- ***If 3-12, Pick a number and add your General bonus:***
  - ***If 2-5, you are lost; move on in a random direction.***
  - ***Otherwise, move on.***

21G *Time: 90 (45)*

The woods are deep and dark. You spy a road running east and west. ***Pick a number.***

- ***If 2-4, turn to 304.***
- ***If 5, turn to 370.***
- ***If 6-12, turn to 447.***

21H *Time: 120*

At the edge of the forest near the Southfarthing, you see Hobbit farmers resting in the shade and wave to them. ***Pick a number.***

- ***If 2-3, turn to 304.***
- ***If 4-12, Pick a number and add your General bonus:***
  - ***If 2-6, you are lost; move on in a random direction.***
  - ***Otherwise, move on.***

22A *Time: 60*

The northern route wearies you: so many hills, so little to see. ***Pick a number: if 2-5, turn to 214; otherwise, move on.***

22B *Time: 60*

The hills and woods try your spirit; you hurry toward Hobbiton to complete your mission. ***Move on.***

22C *Time: 60*

The Road stretches east and west just a league before you. ***Move on.***

22D *Time: 60 (45)*

The East Road and The Water, a lovely blue stream, cut through the Shire like a ribbon. (The Water is easily crossable at numerous footbridges and fords.) What a pretty region of Middle- earth to rest in. Too bad you have no time! ***Move on.***

22E *Time: 60*

Just north of the Green Hill Country, you pause to rest. The Shire seems a serene place here, all fields and paths and round-doored smials. ***Turn to 214.***

22F *Time: 105*

In the dense woods, you pause to rest. ***Pick a number:***

- *If 2-3, **turn to 304.***
- *If 4-5, **turn to 370.***
- *If 6, **turn to 104.***
- *If 7-12, **Pick a number** and add your General bonus:*
  - *If 2-5, you are lost; **move on in a random direction.***
  - *Otherwise, **move on.***

22G *Time: 90 (45)*

The woods are deep and gloomy here. After passing a small river, you pause to catch your breath near a path leading east and west. ***Pick a number:***

- *If 2-4, **turn to 304.***
- *If 5, **turn to 382.***
- *If 6-12, **turn to 447.***

22H *Time: 120*

You have reached the southern tip of the Green Hill Country. ***Pick a number:***

- *If 2-4, **turn to 304.***
- *If 5-12, **Pick a number** and add your General bonus:*
  - *If 2-7, you are lost; **move on in a random direction.***
  - *Otherwise, **move on.***

23A *Time: 60*

For the gentle Shire, the hills and fields here are wild; you pause to rest under the shade of an oak. ***Pick a number: if 2-5, turn to 382; otherwise, move on.***

23B *Time: 60*

The rocky hills and tended fields roll on, challenging your stamina. ***Move on.***

23C *Time: 60*

The Road stretches east and west in the distance. Joining it might speed your mission. ***Move on.***

23D *Time: 40 (45)*

The Great East Road is free of travellers — are you too late to warn Hobbiton? The Water flows north of the Road; the stream is easily crossed at numerous footbridges and fords. ***Pick a number: if 2-5, turn to 214; otherwise, move on.***

23E *Time: 60*

South of the Road, the land is rugged and stark. ***Pick a number: if 2-3, turn to 412; if 4-5, turn to 420; otherwise, move on.***

23F *Time: 90*

In the heart of the Green Hill Country, perhaps you will meet Elves and enlist their aid. ***Pick a number:***

- *If 2-3, turn to 304.*
- *If 4-12, Pick a number and add your General bonus:*
  - *If 2-6, you are lost; move on in a random direction.*
- *Otherwise, move on.*

23G *Time: 90 (45)*

A road running east and west cuts neatly through the woods like a wound. ***Pick a number:***

- *If 2-3, turn to 304.*
- *If 4-5, turn to 370.*
- *If 6, turn to 332.*
- *If 7-12, turn to 447.*

23H *Time: 120*

This far south of the Road, you are free of interference. ***Pick a number:***

- *If 2-4, turn to 304.*
- *If 5-12, Pick a number and add your General bonus:*
  - *If 2-7, you are lost; move on in a random direction.*
  - *Otherwise, move on.*

24A *Time: 60*

In this gentle, fertile part of the Shire, the Hobbits have a saying: nothing might happen. It does. ***Move on.***

24B *Time: 75*

Rolling hills challenge your determination to get to Hobbiton and question your choice of taking a northern route. ***Move on.***

24C *Time: 60*

You see the Great East Road from a hillock. Two riders in black garb gallop east. ***Move on.***

24D *Time: 60 (45)*

The Water flows north of the Road. (The narrow stream is easily crossable at numerous footbridges and fords.) Travelling the Great East Road, one can sometimes make faster time than imagined. Hobbit merchants and farmers wave "hello" warily but refuse to give you a ride or any information about the Shirriff. ***Pick a number: if 2-5, turn to 246; otherwise, move on.***

24E *Time: 60*

South of the Road, you watch for enemy agents and hope to meet a helpful Hobbit farmer or merchant. ***Move on.***

24F *Time: 90*

At the northern edge of the Green Hill Country, you think of Hobbiton and hope that you will arrive in time to warn the Hobbits. ***Pick a number:***

- ***If 2, turn to 304.***
- ***If 3-12, Pick a number and add your General bonus:***
  - ***If 2-5, you are lost, move on in a random direction.***
  - ***Otherwise, move on.***

24G *Time: 90 (60)*

A crude road cuts east and west through the dark, green woods. ***Pick a number:***

- ***If 2-3, turn to 304.***
- ***If 4, turn to 104.***
- ***If 5-12, turn to 447.***

24H *Time: 90 (60)*

Deep in the green woods, travel is slow but safe. ***Pick a number:***

- ***If 2-3, turn to 304.***
- ***If 4-12, Pick a number and add your General bonus:***
  - ***If 2-7, you are lost, move on in a random direction.***
  - ***Otherwise, move on.***

25A *Time: 60*

So far north, you see little need to be vigilant. You rush over the meadows and hills at top speed. ***Move on.***

25B *Time: 60*

The gentle, fragrant land holds plenty of water and

shade, but you must hurry. A Hobbit farmer tending a field of pipeweed spies you and runs inside his smial, locking the door. ***Move on.***

25C *Time: 60*

You are little more than a league from Hobbiton. If you head that way, you will cross the Water before reaching the thriving Hobbit community. ***Move on.***

25D *Time: 60 (45)*

Near the end of your mission, you are but a league from the peaceful Hobbit village of Hobbiton. You hurry on, ignoring the solemn stares of wary Hobbits you pass on the Road. A natural marker, the Three Farthing Stone, proclaims to all this is the heart of the Shire. The little village of Bywater, which rests by The Water, lies just to the west. (The narrow, blue Water is easily crossable at numerous footbridges and fords.) ***Move on.***

25E *Time: 60*

Reaching the West Farthing, you feel safe and heroic, if weary. One last push to Hobbiton will accomplish your mission, if you are lucky as well as fast. The Three Farthing Stone stands to the northwest. ***Move on.***

25F *Time: 120*

The woods and scruffy, entangling undergrowth tire you; pressing on, you hurry to warn Hobbiton. To the north, the woods end, and the peaceful meadows and fields of the Shire beckon. ***Pick a number:***

- ***If 2, turn to 304.***
- ***If 3-12, Pick a number and add your General bonus:***
  - ***If 2-6, you are lost, move on in a random direction.***
  - ***Otherwise, move on.***

25G *Time: 90 (50)*

In the deep green woods, birds and squirrels seem to mock your speed. A narrow road running east and west cuts neatly through the stands of tall trees. ***Pick a number:***

- ***If 2-4, turn to 304.***
- ***If 5-12, turn to 447.***

25H *Time: 105*

Just a league or two from Tuckborough, you hurry through the tall, dense trees to warn the Hobbits in time. ***Pick a number:***

- ***If 2-4, turn to 304.***
- ***If 5-12, Pick a number and add your General bonus:***
  - ***If 2-7, you are lost, move on in a random direction.***
  - ***Otherwise, move on.***

26A *Time: 60*

North of the Road and the West Farthing, you pause to choose the best route to Hobbiton. ***Move on.***

26B *Time: 60*

Just two leagues from Hobbiton, you are weary but refuse to rest. You must warn the Hobbits in time! ***Move on.***

26C *Time: 60*

So near Hobbiton and Bywater that you can almost smell the smoke of the village pipesmokers, you hope that you will arrive in time to warn the Hobbits. ***Move on.***

26D *Time: 60 (45)*

You are near Hobbiton, where a stream enters The Water and the East Road splits. (The quiet brook can be crossed at numerous footbridges and fords.) ***If you entered this space from the east, the northeast, or the southeast, turn to 162; otherwise, turn to 151.***

26E *Time: 60*

In West Farthing, you are but a league from Hobbiton, the climax of your mission. The Road and Hobbit villages of Hobbiton and Bywater lie to the north. ***Move on.***

26F *Time: 105*

Near the northweastern corner of the heavily-wooded Green Hill Country, you pause to rest. The crude road from Tuckborough north toward Hobbiton lies just to the west. ***Pick a number:***

- ***If 2, turn to 304.***
- ***If 3-12, Pick a number and add your General bonus:***
  - ***If 2-5, you are lost, move on in a random direction.***
  - ***Otherwise, move on.***

26G *Time: 90 (50)*

Northeast of Tuckborough, you rush through the deep woods of the Green Hill Country. A narrow road leading southwest slices through the trees. ***Pick a number:***

- *If 2-3, turn to 304.*
- *If 4-12, turn to 447.*

26H *Time: 120*

Directly east of Tuckborough, the tall trees of the Green Hill Country stand like a wall, barring your attempts to hurry toward Hobbiton. ***Pick a number:***

- *If 2-4, turn to 304.*
- *If 5, turn to 382.*
- *If 6-12, Pick a number and add your General bonus:*
  - *If 2-8, you are lost, move on in a random direction.*
  - *Otherwise, move on.*

27A *Time: 60*

So far north of Hobbiton, you are inclined to expect no trouble. Peaceful fields and meadows calm your nerves, although the Hobbits of the region seem tm disappear as you approach. ***Move on.***

27B *Time: 75*

Northwest of Hobbiton, you hurry to warn the Hobbit village in time. Here The Water cuts through the fields and is quite narrow, affording easy crossings at numerous footbridges and fords. ***Move on.***

27C *Time: 75*

Just a league from Hobbiton, you throw all caution to the wind and run toward the village, calling to every Hobbit Farmer you see for help and a horse. The Hobbits you pass seem to think you are mad and lock their doors as you pass. The shallow, gently flowing stream called the Water leads to the southeast. Numerous footbridges and fords make it a rather modest obstacle. ***Move on.***

27D *Time: 60 (45)*

The shallow Bywater flows here, offering cool, liquid refreshment, but you must hurry. The Hill, Bag End, and Overhill rise to the north, across the narrow stream.

Dozens of little bridges make the crossing a simple task. The Road leads east to Hobbiton. ***Move on.***

27E *Time: 60 (45)*

The road curves to Michel Delving, to the west, the other fork connecting Tuckborough to Hobbiton. Several Hobbit farmers wave you off their land. What has happened? Are you considered an enemy here? ***Move on.***

27F *Time: 90 (45)*

You walk through deep woods of the Green Hill Country in a hurry. To the east, a road cuts through the woods to the northeast and to the southeast. ***Pick a number:***

- *If 2, turn to 304.*
- *If 3-12, turn to 447.*

27G *Time: 60*

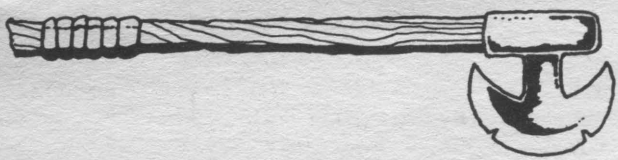
Just north of Tuckborough, the woods stand tall and foreboding. A road leads northwest toward Hobbiton and southwest towards Tuckborough. ***Pick a number:***

- *If 2, turn to 304.*
- *If 3-12, turn to 447.*

27H *Time: 90 (45)*

As you round a quiet bend in the wood, you see Tuckborough.

- *If your recorded travel time is no more than 2 days 460 minutes, turn to 233.*
- *If you traveled no more than 3 days 280 minutes, turn to 175.*
- *If your journey has taken longer than 3 days 280 minutes, turn to 299.*



ENCOUNTER TEXT

100 *Time: 10*

Near the entrance to the cave you spot telltale litter: scattered bones, smashed and broken tools, and torn, blood-stained clothing. A sickening odor emerges from the mouth of the cavern. Your heartbeat jumps as you perceive a broad, twisted shadow move just inside the overhang of the cave.

- *If you hide and observe the cave entrance further, **turn to 225.***
- *If you enter the cave now and explore it, **turn to 453.***
- *Otherwise, **move on.***

101 *Time: 10 Exp Pt: 2*

You sheepishly hand over everything — your money, weapons, everything but your clothes — to the man.

"Goodbye, then," he says, carrying off your things. ***Move on.***

102 *Time: 5*

You carefully grasp the handle to the door and pull it open silently. ***Pick a number** and add your General Bonus:*

- *If 2-9, **turn to 146.***
- *If 10-12, **turn to 130.***

103 *Time: 15 Exp Pt: 1*

The barrow door is of heavy oak and steel and locked (medium in difficulty to pick). ***Pick a number** and add your Trickery bonus: if 8 or more, **turn to 105; otherwise, move on.***

104 *Time: 10 Exp Pt: 2*

A crashing through the brush behind you sends a jolt of fear through your body. You turn to face a large, snarling black bear rearing on his hind legs. He falls to all fours and rushes toward you, snarling and frothing at the mouth. You draw a weapon and stand your ground.

(**BEAR** OB:3 DB:-1 EP:17)

- *If you defeat the bear, **turn to 119.***
- *If the bear defeats you, **turn to 253.***

105 *Time: 10 Exp Pt: 2*

You enter a dark 7' by 7' antechamber leading into a circular vault 15' in diameter, with three identical doors leading from it. Is there treasure behind all three doors? You start toward the nearest door when you hear the slow-rising dirge of a haunted spirit — a Wight's song!

- ***If you fight the Wight turn to 135;***
- ***Otherwise, turn to 111.***

106 *Time: 5 Exp Pt: 1*

You rush at the man, crying "Halt!" He spins and crouches, reaching for his knife.

"Well, child, let's have a go at it!" he says, his eyes lighting up with maniacal glee.

(MAN OB: 1 DB: 0 EP: 29)

- ***If you win the fight, turn to 286.***
- ***If you lose the fight, turn to 124.***

107 *Time: 15 Exp Pt: 1*

The wood and steel door of the barrow has a lock of medium difficulty. ***Pick a number and add your Trickery bonus:***

- ***If 2-8, move on.***
- ***If 9-12, turn to 140.***

108 *Time: 15 Exp Pt: 2*

You dash into the thickets, dazed and bewildered. The hermit's voice reaches your ears — "Come back!" he shouts — but you plunge wildly through the woods. ***Move on in a random direction.***

109 *Time: 10 Exp Pt: 2*

You stomp on the man's foot; he relaxes his grip on you, and you try to dash off. ***Pick a number and add your Running bonus:***

- ***If less than 10, you must fight. Turn to 115.***
- ***If 10-12, Move on.***

110 *Time: 10 Exp Pt: 20*

The Wight dissipates, his equipment suddenly at your feet. From his belt you pull the keys to the doors. The

first door opens into an 8' by 10' chamber containing the bones of two men and two ornate chests. The second chamber coltains rusty, broken swords, chain mail, and broken flasks and cups. ***Pick a number:***

- *If 2-4, you find a magic sword (Additional* +1 to OB).
- *If 5-8, you find a magic bow with 6 arrows (Additional* +1 to OB).
- *If 9-11, you find jewels worth 50 silver pieces.*
- *If 12, you find a Ring of Wightbreaking. This "disperses" a Wight for one day and is usable once a day.*

Move on.

111 *Time: 5 Exp Pt: 1*

You turn and race for the door, the Wight's haunting song in your ears. ***Pick a number*** *and add your General bonus:*

- *If 2-9,* ***turn to 135.***
- *If 10-12,* ***move on.***

112 *Time: 30 Exp Pt: 1*

You open the door and tiptoe into the great, empty room, the ceiling now open to the sky. To the left lies the library, its crumbling books scattered across the floor; to the right, a dusty ballroom. Straight ahead the corridor leads toward the servants' quarters and the kitchen and the gardens, now overrun by weeds. Spiral stairs to the second floor contain gaps so large that you might fall through to the cellar if you're careless.

Suddenly you hear the sounds of footsteps upstairs.

- *If you explore the second floor of the castle,* ***turn to 279.***
- *Otherwise,* ***move on.***

113 *Time: 15 Exp Pt: 2*

You duck behind a fallen stone block and watch the man, who carries his spear, carefully make his way down the stairs. You follow silently. Downstairs, you find that he has disappeared. Then, from behind a heavy curtain he springs at you, surprising you, his knife drawn.

(MAN OB: 1 DB: 0 EP: 29)

- *If you win the fight, turn to 125.*
- *If you lose the fight, turn to 124.*

114 *Time: 10 Exp Pt: 10*

After your attack, the man lies bleeding in the hay. Under his cloak, he is wearing a tunic with a black hand sewn on it. Your blood chills. He has a dagger and 2 silver pieces.

- *If you take the wagon, turn to 149.*
- *Otherwise, move on.*

115 *Time: 5 Exp Pt: 1*

You pull out of his grasp and square off, sizing up the speed of the man.

(MAN OB: -2 DB: 0 EP: 40)

- *If you win the fight, turn to 116.*
- *If you lose the fight, turn to 275.*

116 *Time: 10 Exp Pt: 10*

You stand over the bleeding man, almost sorry to have hurt him after he helped you out of the pit. But his action demanded a strong response. ***Move on.***

117 *Time: 5 Exp Pt: 2*

As you move to attack the man from behind, he draws back, grinning hideously.

"Come then, let's...have some...fun," he taunts. You see his left hand reach for the knife in his belt. *Increase your melee OB by 2 in the first attack.*

(MAN OB: 1 DB: 0 EP: 26)

- *If you win the fight, turn to 125.*
- *If you lose the fight, turn to 124.*

118 *Time: 30 Exp Pt: 1*

You awake with a throbbing headache, empty of all memory. You cannot remember who you are, where you are, or what brings you where you are, wherever it is. Slowly, you begin regaining your memory as your headache throbs. ***Pick a number:***

- *If 2-4, increase your damage taken by 6.*
- *If 5-7, increase your damage taken by 3.*

Move on in a random direction.

119 *Time: 5 Exp Pt: 2*

After receiving a few painful wounds, the bear does not seem as inclined to fight. It turns away and lumbers off. ***Move on.***

120 *Time: 10 Exp Pt: 20*

The Wight wails and vanishes into the darkness after you strike. If you're quick, you can open the doors to one chamber, seize something of value and run away. ***Pick a number:***

- *If 2-4, you get magic chain mail (no penalty to Trickery bonus).*
- *If 5-6, you get a magic shortsword of Orc-slaying (if you attack an Orc and give him any damage, he is killed).*
- *If 7-9, you get a spell device enabling you to cast two spells a day without increasing your damage taken.*
- *If 10-12, you get one pair of Boots of Grace, which increase your General bonus by one when worn.*

Move on.

121 *Time: 15 Exp Pt: 1*

A wail clearly comes from within the burial mound nearby. You approach and find the door locked.

- *If you explore the barrow, **pick a number:***
  - *If 2-7, **turn to 107.***
  - *If 8-12, **turn to 103.***
- *Otherwise, **move on.***

122 *Time: 20 Exp Pt: 10*

Though the mist and tangle of the forest you hear the hearty song of an unseen man approaching. A calm settles over you. As the voice gets louder, you hear:

Old Tom Bombadil is a merry fellow,
Bright blue his jacket is, and his boots are yellow.
None has ever caught him yet, for Tom, he is the master.
His songs are stronger songs, and his feet are faster. †

From the woods bounds a bearded man in big yellow boots; his bright blue jacket stands out in the sombre woods. He smiles at you. You greet the famous "Master of wood, water and hill" and ask him for his assistance, breathlessly explaining your mission. You feel dizzy and excited in Tom Bombadil's presence.

"Slow down, young one," he tells you. "Follow Old Tom home for a meal and we'll hear all you have to say."

- *If you wish to follow Tom Bombadil,* ***turn to 139.***
- *Otherwise,* ***move on in a random direction.***

123 *Time: 20 Exp Pt: 2*

A steel dart whizzes by your head, just missing you. Your heart pounds — I was nearly killed, you think. I must be more careful. ***Turn to 112.***

124 *Time: 60 Exp Pt: 5*

You awaken weak and light-headed, a sting burning in your side. You touch the hurt and feel the warm sticky flow of your own blood. Staggering to your feet, you make it to the door and crawl down the broken stairway. You leave the castle and enter the cool, clear air outside. ***Move on.***

125 *Time: 10 Exp Pt: 10*

The man lies still and bleeding beneath you. You may take his dagger, his spear and his pouch, which contains jewels worth 10 silver pieces, a necklace worth 10 silver pieces, and a dozen loose pieces of silver. ***Move on.***

126 *Time: 190 Exp Pt: 4*

Your voice grows weary with calling out. Will no one ever come, you wonder, panicked. Your heart races; you prowl the trap like a beast.

After three hours of captivity, the sound of approaching boots rap across the floor above you. "Huh! What have we here?" a gruff voice calls out. You look up at the large, hairy head of a man twice your size. "Who are you?" he roars. "What do you want?"

You make up a name and give it to him. You say, "I am just a traveller without work or home. I got lost and my greed for gold led me to this trap."

"Have you money?" he shouts. You nod. "How much?" "Just two silver pieces," you lie.

The man scratches his whiskers, considering the deal.

"All right. I will get you out. Toss up the silver."

You shake your head. "You pull me up first. Then I'll pay you."

The man growls but relents, tossing down a rope. You wonder if this is how he makes a living. You grab the rope and pull yourself up.

"Now pay up!" he demands, grabbing you by the shoulders. He appears unarmed.

- *If you pay the money, turn to 291.*
- *If you fight the man, turn to 115.*
- *If you run away, turn to 109.*

127 *Time: 30 Exp Pt: 2*

You hear the faint sounds of footsteps coming closer. You steel yourself for the worst. Then you see the small, curly-haired, round head of a middle-aged man looking down at you.

"Hullo!" he cries. "Quite a mess you're in, quite a mess! Here!" Without your asking, he tosses down a rope. You pull yourself up and help the man – who calls himself Bill Tobbas – untie the other end of the rope.

"I travel the Greenway, selling my wares," he says proudly. "I'm a foolish old man but I cannot mend my ways. I can, however, mend pots!" He leads you to his wagon, which is overflowing with pots, pans, and tools. "I'm a peddlar; what do you do?" You explain that you need to get to the Shire with all haste.

"Well, I'm sorry but I cannot take you across the Barrowdowns," he explains. "I'm much too cowardly for that, though it is the fastest way. But I can offer you some advice: be more careful!" That said, he climbs aboard the rickety wagon and rides off. You get your bearings. ***Move on.***

128 *Time: 15*

You hear from far away the faint but cheery song of a man. *If you have already met Tom Bombadil,* ***move on;*** *otherwise,* ***turn to 122.***

129 *Time: 5*

In the eerie shadows, you brace for the attack. *To determine the Wight's fighting capabilities,* ***pick a number:***

- *If 2-3,* **(WIGHT #1** OB: 3 DB: 1 EP: 42)
- *If 4-7,* **(WIGHT #2** OB: 2 DB: 2 EP: 34)
- *If 8-11,* **(WIGHT #3** OB: 1 DB: 3 EP: 23)
- *If 12, the WIGHT suddenly flees.*
- *If you defeat the Wight or he flees,* ***turn to 110.***
- *If you are defeated by the Wight,* ***turn to 141.***

130 *Time: 10 Exp Pt: 1*

You open the door just enough to peek inside and see a stocky man in hides tearing the room apart. He has left his spear by the door, within your reach, and carries only a knife in his belt.

- *If you attack the man,* ***turn to 106.***
- *If you hide and observe the man further,* ***turn to 132.***
- *Otherwise,* ***move on.***

131 *Time: 15 Exp Pt: 2*

You crouch beside the road and run up behind the wagon, swinging yourself up into the hay. Cautiously you climb forward until you spy the farmer through the hay.

Something about his appearance – his smooth hands and shiny leather boots – troubles you. ***Take an action.***

- *If you "outsmart" the man, turn to 114.*
- *If a fight results, turn to 144.*

132 *Time: 30 Exp Pt: 1*

You watch as the man rummages through tall stacks of papers. Finally, he seizes a parchment and reads it avidly. Without seeming to notice you, he walks to the far corner of the room and begins to dig at a stone in the wall about three feet up from the floor. You watch as he jabs at the dusty mortar and pries free the stone, which he drops on the floor with a thud.

From the wall he pulls out a small locked chest and sets it on the floor in front of him. He breaks the lock, opens the lid, and cries out with pleasure. You watch him juggle jewels, a necklace, two gleaming daggers encrusted with precious stones and a dozen silver pieces. Then he stands, fills the pouch at his waist with the booty, and walks toward the door you are hiding behind.

- *If you attack the man, turn to 117.*
- *If you remain hidden and observe him further, turn to 113.*

133 *Time: 5 Exp Pt: 1*

The man catches you from behind and whirls you around, slashing at you with his knife. "Spy!" he screams. "We know all about you and your friends!" Tired from the run and all but overpowered by the stranger, you nonetheless fight the man. *You are surprised. Turn to 148.*

134 *Time: 10 Exp Pt: 2*

You show your dagger to a well-dressed Hobbit with brushed, hairy feet and tell him of Strider and the coming of the Black Riders. He holds a finger to his lips and pulls you into the shadows between the blacksmith's and the bakery shops.

"You are in grave danger," he says. "Be more discreet. I will warn all good folk in the area. Here, I can offer you

only this. Now be off!" He hands you a small pipe and a leather pouch. You start to protest, saying you don't smoke, but he hurries you off. ***Move on.***

135 *Time: 5*

To determine the Wight's fighting capabilities, ***pick a number:***

- *If 2-4,* **(WIGHT #1 OB: 4 DB: 0 EP: 38)**
- *If 5-8,* **(WIGHT #2 OB: 3 DB: 1 EP: 33)**
- *If 9-11,* **(WIGHT #3 OB: 2 DB: 1 EP: 29)**
- *If 12, no Wight appears.*
- *If you defeat the Wight or he does not appear,* ***turn to 120.***
- *If the Wight defeats you,* ***turn to 141.***

136 *Time: 5*

Your reading is interrupted by a cough at the door, behind you. You spin to face a small, lean man with a

tangled grey beard to his waist. He wears skins and carries a wooden bowl brimming with berries.

- *If you run away, **turn to 145.***
- *If you attack the man, **turn to 260***
- *If you talk with the man, **turn to 142.***

137 *Time: 15 Exp Pt: 2*

As you watch from behind a bush, the wagon driver is joined by a dark rider upon a great black steed. They confer for a few moments, the man on horseback pointing to the hills in your direction. Then he races off down the road, heading west, as the wagon slowly rattles on.

- *If you wish to encounter the man in the wagon, **turn to 270.***
- *Otherwise, **move on.***

138 *Time: 20 Exp Pt: 15*

The old man lies at your feet. You feel terrible; you have attacked a magic-user who might be as good a person as you. Perhaps he will curse you! You run off, dazed and bewildered, through the woods. ***Move on in a random direction.***

139 *Time: 40 Exp Pt: 1*

Tom bounds off and quickly disappears, but his song leads you on. You feel lightheaded as your feet carry you toward the merry song. You have no sense of time or distance. ***Turn to 305.***

140 *Time: 20 Exp Pt: 3*

Inside, all is quiet. The antechamber, seven feet high by seven feet wide, is empty, just smooth stone. But deeper in the tomb, you come upon a chamber twelve feet in diameter, with two doors leading off it. You move toward the nearer door when a blood-chilling, dreary song arises in the darkness. Then the two glowing eyes of a Wight freeze you in your tracks. The clink of rings on the skeletal fingers of the Wight gives you the shivers; an eerie green light surrounding the Wight adds to your fear. ***Turn to 129.***

141 *Time: 90 Exp Pt: 5*

You awaken dizzy, covered in jewels and chained to a stone table. Above you the deathly song of the Wight echoes in your ears.

> Cold be the hand and heart and bone
> and cold be sleep under stone. . . †

The Wight's song trails off as he shuts the heavy door behind him. You have never felt so cold and afraid; you struggle to escape from your chains and call for help. ***Pick a number:***

- *If 2-6, the Wight returns; you die a terrible death but "live on" as an undead spirit, chained to your tomb. Your quest ends here.*
- *If 7-12, turn to 276.*

142 *Time: 60 Exp Pt: 2*

"I'm sorry!" you blurt out. "You scared me. I should not be here."

The hermit nods, smiling. "I accept your apology. Sit and rest now. Tell me who you are." You spin the tale of your quest to the man, who listens intently and urges you to show more caution. "Here," he says, handing you berries to eat. He then gives you three more berries to take; each is one full meal. "I regret that my feet are my only means of transport. Now go!"

You leave the hut, waving to the smiling hermit. ***Move on.***

143 *Time: 10 Exp Pt: 10*

You stand victorious above the bloody robes of the false monk. You search him but find nothing but a single silver piece and his dagger. ***Move on.***

144 *Time: 5*

A large rat scurries from beneath the hay, startling you. You gasp. The driver reins in and spins to face you, eye to eye. Without hesitating, he draws a blade from his boot and jumps at you.

(MAN OB: 1 DB: -1 EP: 26)

- ***If you win the fight, turn to 114.***
- ***If you lose the fight, turn to 296.***

145 *Time: 5 Exp Pt: 1*

You dash out the door and crash into some sort of invisible wall, knocking you to the ground. You see the hermit waving a warning finger as you scramble to your feet.

- ***If you attack the hermit, turn to 260.***
- ***If you talk to the hermit, turn to 142.***
- ***If you run away again, turn to 108.***

146 *Time: 5 Exp Pt: 2*

As you turn to leave, a spring-loaded trap sends a dart into your shoulder. You wince as you pull it out and bind the wound. ***Pick a number and increase your damage taken by that amount. Move on.***

147 *Time: 15 Exp Pt: 2*

You walk to the table and begin reading the flowing script:

> . . . fear that all that is good will be lost. The Dark Riders and their agents are everywhere; we are few in number and lack such powers as they wield. Still, we will do battle — it is inevitable as day giving way to night. Should I come upon your couriers, I will speed them along their way.
>
> — Dalgaff

Turn to 136.

148 *Time: 5 Exp Pt: 1*

You square off against the larger, broader man.

"Come, little spy," he taunts, showing yellow, ugly teeth as he grins. "Taste the steel of a real man!" He slashes at you; you dodge and parry.

(MAN OB: 1 DB: 0 EP: 23)

- *If you win the fight, turn to 125.*
- *If you lose the fight, turn to 296.*

149 *Time: 45 Exp Pt: 10*

Victorious but tired, you head west at a snail's pace, the old mare barely able to haul the load. (The man's body lies deep under the hay, where you hid it.) After a short while, you slash at the horse with the reins but she only pulls up, refusing to move. You abandon the wagon and head west on the Road on foot *(you are in space 4D). Move on.*

150 *Time: 120 Exp Pt: 1*

You sit at the table and wait, thumbing through the papers on the table. Some are recipes for potions, but none are titled. You read a few but have never heard of such herbs and berries. ***Turn to 136.***

151 *Time: 10*

You see The Hill that rises north of The Water. You have finally arrived at Hobbiton.

- *If your journey has taken less than 2 days 360 minutes, turn to 186.*
- *If you have journeyed less than 3 days 80 minutes, turn to 252.*
- *If your travel time is longer than 3 days 80 minutes, turn to 411.*

152 *Time: 30*

Tall trees seem to close ranks behind you as you stumble on through the underbrush. The eyes of some forest beast glint at you from beneath an overhanging rock. You whirl around and face — nothing! You are lost and frightened. ***Move on in a random direction.***

153 *Time: 30*

"Hail, old man!" you call out to the driver, who pulls on the reins. He seems to size you up, then motions for you to join him on the wooden seat. Even from a distance the man smells like a goat. You ride on a little way when the man begins telling you a long tale about a cousin of his whom he turned into a toad.

- *If you ride further with the man, **turn to 271.***
- *Otherwise, jump off the wagon and **move on.***

154 *Time: 90 Exp Pt: 4*

You awaken groggy and sore. Sitting up, you see that all of your possessions are gone and that you have been dragged into the woods east of the Ferry landing. By luck, you find 2 of your meals under a shrub and further up a narrow, winding path toward the River, a very familiar-looking silver dagger. Dazed, you resolve to hurry as best you can to complete your mission in time. ***Move on in a randon direction.***

155 *Time: 30*

You enter the ruins of the watchtower, careful to watch for traps. The entry hall is empty and cool. In a receiving room, you see dusty, cobwebbed furniture and elegant wall hangings, then spy a small, gleaming gold vase on a table in the middle of the living room.

- *If you grab the vase, **pick a number** and add your General bonus:*
  - *If 2-6, **turn to 165.***
  - *If 7-12, **turn to 302.***
- *Otherwise, **move on.***

156 *Time: 5*

You draw your weapon and advance against the first man, who lunges toward you with his sword drawn.

(MAN #1 OB: 1 DB: 0 EP: 31)
(MAN #2 OB: 0 DB: 0 EP: 28)

- *If you win the fight, **turn to 237.***
- *If you lose the fight, **turn to 178.***

157 *Time: 10 Exp Pt: 19*

After you wound the bear twice, the animal loses interest in the fight and lumbers off. ***Move on.***

158 *Time: 10 Exp Pt: 1*

The men begin to stir and awaken. *You get 2 meals and a dagger, then you must* ***move on in a random direction.***

159 *Time: 15 Exp Pt: 1*

The wolves nip at you before your fierce defense makes them cower and slink off. ***Pick a number*** *and increase your damage taken by that amount.* ***Move on.***

160 *Time: 30 Exp Pt: 1*

You approach the ruins warily. Long ago, the castle must have belonged to a great lord; the crumbling marble steps up to the main entrance number thirty. As you reach to open the massive, oak door, you feel a jolt of fear rush through you. ***Pick a number*** *and add your Trickery bonus:*

- *If 2-4,* ***turn to 268.***
- *If 5-12,* ***turn to 123.***

161 *Time: 20*

After you call out, the monk waves you aboard his wagon. He wears worn leather sandals and brown cloth robes.

After a quiet few minutes, he begins to ask probing questions: *Where are you from? What leads you to this part of the country? Whom do you serve?*

You begin to get suspicious. The monk doesn't like your answers, which tell him nothing, and just as you notice an amulet hanging around his neck he reaches under the wagon seat, perhaps grabbing for a weapon.

- *If you fight the monk,* ***turn to 217.***
- *If you successful run away,* ***move on.***

162 *Time: 15*

Peering over a hedge atop a low rise, you can see Bywater.

- *If your journey has taken less than 2 days 360 minutes, turn to 333.*
- *If your travel time is less than 3 days 80 minutes, turn to 171.*
- *If your travel time exceeds 3 days 80 minutes, turn to 424.*

163 *Time: 20 Exp Pt: 2*

After hearing the Black Rider's description, Hursoot appears stunned. Then he frowns, looks down, and pauses for a moment, warding off any further tales with a wave of his nimble fingers. He looks up and says: "no, I do not believe you." Turning away, he leaves you with scolding words: "to tell foul rumors in a peaceful place is no less than mean! Our town will not stand for it!" You fail to warn Scary. ***Move on.***

164 *Time: 10 Exp Pt: 22*

You search your fallen foes and find 4 silver pieces; their swords lie beside them. Your sense of mission urges you to hurry.

- *If you steal the ferry and try to make it to the far shore, turn to 192 and add 2 to the number picked there.*
- *Otherwise, move on.*

165 *Time: 90 Exp Pt: 1*

As you reach for the gold vase, the floor opens and you fall with a gasp into a deep pit. Landing with a "thunk!" 15' below the floor, you think: What a fool I am! The walls of the pit are smooth; it is impossible to climb out without a rope. You curse your own stupidity and call for help, but no one comes. I could rot here, you think. ***Pick a number*** *and increase your damage taken by that amount.* ***Pick a number:***

- *If 2-6, turn to 126.*
- *If 7-12, turn to 127.*

166 *Time: 10*

"Well, you are a silent one. I surrender," the man jokes. "Fare you well, young one. Beware of the bandits and the

creatures of the woods. And here, take this food!" He tosses you 2 meals. ***Move on.***

167 *Time: 15 Exp Pt: 1*

You overhear the two ruffians bragging about knocking out the real ferryman. One says, "I can't wait to get my hands on that little spy from Bree!" Your blood turns to chilled molasses.

- *If you remain hidden and observe more,* ***turn to 202.***
- *If you want to outwit them and seize the ferry,* ***turn to 184.***
- *If you want to swim the river,* ***turn to 339.***
- *Otherwise,* ***move on.***

168 *Time: 15 Exp Pt: 2*

You are free! However the men, who are unaware that you have untied your bonds, have your equipment.

- *If you try to recover your equipment,* ***pick a number*** *and add your Trickery bonus:*
  - *If 2-5,* ***turn to 158.***
  - *If 6-12,* ***turn to 232.***
- *Otherwise,* ***move on.***

169 *Time: 15 Exp Pt: 1*

Inside the abandoned inn, cobwebs and dust cover the rickety tables and chairs. Smashed wine bottles litter the floor. The floor creaks with your every step, giving you the creeps. The wind whistles and groans through cracks in the wall. ***If you explore, turn to 307; otherwise, move on.***

170 *Time: 30*

You enter the woods in the hope of coming upon a Ranger or a helpful hermit or woodsman. (As a child, you heard stories of a wise magic user who lived in the Chetwood. Perhaps he might help you find a horse or send you on to a Ranger.) The soft, happy whistle of a man alerts you to the presence of someone nearby. ***Pick a number:***

- *If 2-8,* ***turn to 199.***
- *Otherwise,* ***turn to 228.***

171 *Time: 10 Exp Pt: 2*

The village of Bywater lies just south of the Bywater Pool and the gentle stream called The Water. *If you want to warn Bywater,* ***turn to 434;*** *otherwise,* ***Turn to 151.***

172 *Time: 15 Exp Pt: 1*

You drink the wine offered by the man you believe to be a Ranger and feel immediately refreshed. "Beware bandits on this road — they are near," he tells you. "Keep a sharp eye in the woods too, for Orcs are everywhere. Rest off the road and in abandoned houses and the like, but look them over carefully first." *If you have 1-2 meals, the man gives you 4 meals; if you have no weapon, he gives you a dagger. You thank him and* ***move on.***

173 *Time: 5*

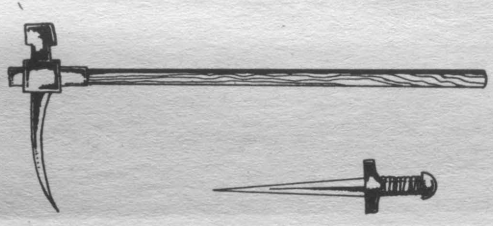
Their swords drawn, the two men circle you, threatening your life.

(MAN #1 OB:2 DB:0 EP: 29)
(MAN #2 OB:1 DB:-1 EP: 27)

- *If you win the fight,* ***turn to 164.***
- *If you lose the fight,* ***turn to 154.***

174 *Time: 15*

"What can I do to make you trust me?" the Ranger asks. He shows you the telltale silver brooch — a six-pointed star — on the left shoulder of his grey cloak. You trust him. "Beware the woods and the roads!" He warns, giving you 2 meals. ***Move on.***



175 *Time: 15 Exp Pt: 2*

WELCOME TO TUCKBOROUGH reads the hand-painted road sign just outside town. Several Hobbit merchants greet you warily. You quickly ask for the Shirriff or his agent. Led to Tuck's Inn, you meet a Hobbit bigwig named Fallowfields, who listens to your story of the coming of the Black Riders with great attention. ***Pick a number and add your Perception bonus:***

- *If 2-5,* ***turn to 247.***
- *If 6-12,* ***turn to 454***

176 *Time: 20 Exp Pt: 1*

The Orc's booty is yours; you drag the heavy sack deeper into the woods to see what your daring has earned you, hoping that no other Orcs lurk nearby. Above you in the trees, strange cries echo, as if reporting on your whereabouts and actions. ***Pick a number:***

- *If 2-4, you find two tarnished shortswords and a pair of heavy clubs inside the bag.* ***Move on.***
- *If 5-8, you find the swords, clubs, and jewelry worth 5 silver pieces.* ***Move on.***
- *If 9-12,* ***turn to 251.***

177 *Time: 10 Exp Pt: 1*

The path leads to the mouth of a cave; no one seems to be around. You approach the cave warily — Trolls live in caves like these, you know.

- *If you enter the cave,* ***turn to 336.***
- *Otherwise,* ***move on.***

178 *Time: 120 Exp Pt: 3*

You awake robbed and bloody in Scary. Your last memory is of trying to talk your way out of a fight. You stumble to your feet with no sense of direction.

- *If you want to warn Scary,* ***turn to 226.***
- *Otherwise,* ***move on.***

179 *Time: 300*

You fail at first, but you keep trying. Just before dawn, you try again to free yourself. ***Pick a number and add your Trickery bonus:***

- *If less than 5, turn to 240.*
- *If 5 or more, turn to 168.*

180 *Time: 5*

A growling bear approaches you fast, bent on action.

(**BEAR** OB: 2 DB: 0 EP: 15)

- *If you play dead, turn to 207.*
- *If you fight the bear and win, turn to 157.*
- *If you fight the bear and lose, turn to 253.*

181 *Time: 15 Exp Pt: 1*

One wolf rips at your knapsack and tears it open, running off with one half of your meals *(round up)*. The others tire of the sport and run off. You heave a sigh of relief. ***Move on.***

182 *Time: 10 Exp Pt: 13*

You have won a tough fight and take one man's horse and rush off. Wounded in the battle, the horse stumbles and falls, throwing you. You stand and dust yourself off, lucky you didn't break your neck. ***Move on.***

183 *Time: 5 Exp Pt: 1*

The Bucklebury Ferryman appears from behind some bushes with a club. You greet him, offering to pay your way. "Show me some silver, you Bounder!" he demands. You do. He demands one silver piece before leaving the

dock.

- *If you pay, turn to 219.*
- *If you attack the man, turn to 394.*
- *Otherwise, move on.*

184 *Time: 10 Exp Pt: 2*

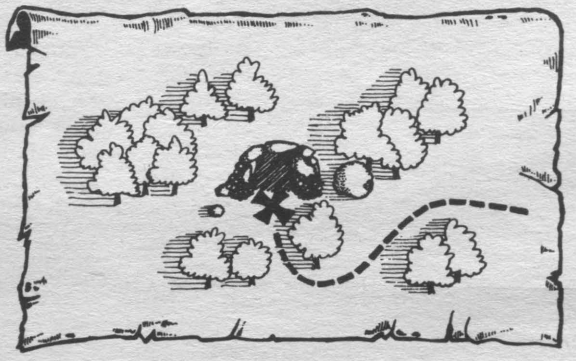
You raise a ruckus, screaming like a madman. One ruffian comes to investigate.

- *If you fight the men, turn to 173.*
- *If you run away, move on.*
- *If you want to "outmaneuver" the men and steal the ferry, pick a number and add your General bonus:*
  - *If less than 10, turn to 173.*
  - *If 10 or more, turn to 192.*

185 *Time: 15*

The tattered cloth-map shows a crude cave entrance marked with an "X." Several stands of trees surround the cave; a path leads to the entrance. You look up; the area you are standing in looks much like the map. Just 100 yards in the distance, you see a dome of stones that might mark the cave entrance on your map. A trail leads toward the rocks.

- *If you follow the trail, turn to 177.*
- *Otherwise, move on.*



186 *Time: 15 Exp Pt: 12*

WELCOME TO HOBBITON, the road sign reads, and you never read happier words in your life. You ask for the Shirriff or his agent. Hearing you ask for the Shirriff, one prosperous-looking Hobbit sizes you up before inviting you to join him at a pub. ***Turn to 274.***

187 *Time: 10 Exp Pt: 1*

You call to the driver, "Halt, please! I would have a word with you!" The man reins in and eyes you suspiciously. "Might you be headed west?" you ask. "I am visiting friends who own a farm just ahead," you add, blushing at your lie.

The man nods and motions for you to climb aboard. As you step up, you notice a dagger hilt sticking out of the top of the man's boot.

"What are you carrying?" he asks you, watching you from the side of his eye.

Is he a robber or a spy or just nosey, you wonder. "Nothing much, just provisions," you lie, ready to jump off the wagon in an instant.

Before you can blink, the man reaches for the dagger in his boot, cursing you. You leap off the wagon.

- ***If you run away, turn to 236.***
- ***If you fight the man, turn to 148.***

188 *Time: 180 Exp Pt: 1*

You are carried hog-tied to a crude camp deep in a small wood. A campfire burns; six men stand around it, drinking and slugging each other and manhandling your weapons and belongings. One man questions you about your activities, but you say nothing. You are dropped under a tree and tied to it with a rope, but the man tying you up is too drunk to see that the knot is loose. You wait patiently for the men to fall asleep. After a while, you attempt to free yourself. ***Pick a number and add your Trickery bonus:***

- ***If less than 7, turn to 179.***
- ***If 7 or more, turn to 168.***

189 *Time: 10*

The fair, green trail in the woods, the brush surrounding it magically cleared back, beckons to you. A bubbling brook accompanies the trail at each turn. ***Pick a number:***

- ***If 2-3, turn to 348.***
- ***If 4-6, move on.***
- ***If 7-12, turn to 128.***

190 *Time: 30 Exp Pt: 1*

The tomb is dark and only six feet high. You wait for your eyes to adjust to the dark, then you feel your way around, finding useless, rusted knives and shortswords but nothing of note. You turn to leave when you're caught in a huge, thick spider web that gags you. ***Pick a number. If 2-5, turn to 224; otherwise, move on.***

191 *Time: 5 Exp Pt: 1*

You run like the wind. The hooves of the bandits' horses pound the ground behind you. You turn to face them. They bear down on you, swords raised, ignoring your pleas for mercy. You draw a weapon and crouch to meet the first rider. ***Turn to 210.***

192 *Time: 10 Exp Pt: 2*

You steal the ferry and shove off, cutting the line. ***Pick a number and add your General bonus.***

- ***If 2-5, turn to 220.***
- ***If 6-8, turn to 229.***
- ***If 9-10, turn to 212.***
- ***If 11-12, turn to 204.***

193 *Time: 10 Exp Pt: 1*

The wolves howl and snap at you but none dares attack as you wave your sword at them. Finally, they give up and run off. ***Move on.***

194 *Time: 10 Exp Pt: 32*

Standing amidst the fallen Orcs, you find 3 daggers, 2 swords, a warhammer, 5 meals, and 6 silver pieces. ***Move on.***

195 *Time: 30*

The woods are deeper than you had thought; vines make it tricky to walk quickly. The moving shadow you spotted from the side of your eye seems to have disappeared. ***Pick a number:***

- *If 2-5,* ***turn to 104.***
- *If 6-12,* ***move on.***

196 *Time: 15 Exp Pt: 1*

An unnatural and overwhelming urge to sleep comes over you. You try to fight the feeling. ***Pick a number*** *and add your Magical bonus:*

- *If 8 or more, you successfully resist the spell.* ***Move on.***
- *Otherwise,* ***turn to 292.***

197 *Time: 5*

To determine the capabilities of the Orc you are fighting, ***pick a number.***

- *If 2-3,* **(ORC #1 OB: 2 DB: 1 EP: 28)**
- *If 4-5,* **(ORC #2 OB: 1 DB: 1 EP: 25)**
- *If 6-9,* **(ORC #3 OB: 1 DB: -1 EP: 19)**
- *If 10-11,* **(ORC #4 OB: 0 DB: -1 EP: 20)**
- *If 12, the Orc trips and falls, knocking himself out on a rock.*

- *If you defeat or outwit the Orc,* ***turn to 176.***
- *If you are defeated,* ***pick a number:***
  - *If 2-6,* ***turn to 223.***
  - *If 7-12,* ***turn to 239.***

198 *Time: 10 Exp Pt: 1*

You hear the high-pitched cry of the wild and freeze with fear. A small pack of four-legged beasts races toward you from over the hill; the wolves rush at you, crazed and drooling. You hold your ground and draw a weapon.

Pick a number:

- ***If 2-5, turn to 159.***
- ***If 6-8, turn 181.***
- ***If 9-12, turn to 193.***

199 *Time: 45 Exp Pt: 1*

The heat inside your head sets your ears aflame; as if from a great distance, a faint image approaches, growing sharper by the second. In the vision filling your mind, a hirsute hermit speaks confidentially with the Ranger you met in Bree, the man called Strider. They smile and embrace before parting.

You emerge from the vision feeling refreshed and relaxed. You confidently march deeper into the woods until you stumble upon a house of thatch built into a small hill, all but hidden by vines and shrubs. You call but no one answers.

- ***If you search the house, turn to 312.***
- ***Otherwise, move on.***

200 *Time: 5 Exp Pt: 1*

The Orc catches your scent and howls an alarm as he charges toward you, others thundering behind him. ***Pick a number and add your Running bonus:***

- *If 6 or more,* ***move on.***
- *If less than 6,* ***turn to 197.***

201 *Time: 60 Exp Pt: 20*

Whitfurrows is a welcome sight. At the Homey Ale, you find the Shirriff's agent, a friendly Hobbit named Pipewise. There, you talk with the Hobbit, who promises help and gives you food and drink. You have warned Whitfurrows! ***If you want to buy provisions, turn to 416. Move on.***

202 *Time: 15*

The men wait and watch, as if suspecting you are nearby.

- *If you want to steal the ferry and "outwit" the men,* ***turn to 184.***
- *If you want to swim across,* ***turn to 339.***
- *Otherwise,* ***move on.***

203 *Time: 15*

The crow ignores you at first but keeps circling above you, watching and crying out. Is he a messenger of Sauron? ***Move on.***

204 *Time: 30 Exp Pt: 4*

From the moment you step aboard, you know you should have been a ferry pilot. You quickly manage to compensate for the swift current and steer a course for the west side of the wide River. Sore but triumphant, you dock at the ferry's platform, ***space 15A. Turn to and read 15A.***

205 *Time: 15*

You have found the path that leads to the Brandywine River. The water is wider and fiercer than you had imagined. How will you cross?

- *If you want to swim across,* ***turn to 339.***
- *Otherwise,* ***move on.***

206 *Time: 10 Exp Pt: 1*

You sneak up behind the Orc and cut a hole in the sack. You steal 1 silver piece and 2 meals. ***Move on.***

207 *Time: 15 Exp Pt: 3*

The bear sniffs you and paws at you, rocking you back and forth. You hear him slurping down all of your food and then the sound of the bear moving off. You have survived by playing dead! ***Move on.***

208 *Time: 10 Exp Pt: 13*

Hursoot picks up his hammer off a nearby anvil. With a determined tone he says: "these dark folk will not harm Scary... nor will pass through our hills! I will pass the warning; you can count on me!" You successfully warn Scary. ***Move on.***

209 *Time: 5 Exp Pt: 1*

Something is wrong; where's the ferryman? You decide to take a chance and run toward the ferry. From behind the trunk of a tree a man emerges with a club. "Halt, you thief!" he calls. "I'm no thief!" you reply, drawing a weapon.

- *If you fight the man,* ***turn to 394.***
- *If you talk more with the man,* ***turn to 219.***
- *Otherwise,* ***move on.***

210 *Time: 5*

You hold your ground, ready to battle the highwaymen.

- *If you talk with the highwaymen,* ***turn to 402.***
- *If you fight,* ***turn to 272.***

211 *Time: 5 Exp Pt: 1*

Another Orc emerges from the mouth of the cave. He sniffs the air suspiciously. ***Pick a number and add your Trickery bonus:***

- *If 2-6,* ***turn to 200.***
- *If 7-12,* ***turn to 221.***

212 *Time: 60 Exp Pt: 3*

After a while, you catch on to steering the flat-bottomed boat and aim for the west shore of the River. Sore but dry, you come ashore leagues north of the Bridge and the Road, *space 14B.* ***Turn to and read 14B.***

213 *Time: 15*

You slip behind the Orcs and take 3 silver pieces, 4 meals, 1 club, a dagger, and a warhammer. ***Turn to 230.***

214 *Time: 5 Exp Pt: 1*

Two rough-looking men on horseback ride up and threaten you, flashing their weapons. They demand all your money, "Now!"

- *If you fight the men,* ***turn to 210.***
- *If you run away,* ***turn to 191.***

215 *Time: 15*

A rattling wagon comes into view on the road. The man holding the reins wears the flowing robes of a monk.

- *If you hail the driver,* ***turn to 187.***
- *Otherwise, wait until the wagon passes and* ***move on.***

216 *Time: 15*

The outskirts of Scary are rough. People in the street eye you suspiciously. Passing an alleyway, you are grabbed from behind and whirled around to face two tough-looking men with knives. "Give us your money and weapons!" one demands. ***Take an action:***

- *If you want to fight,* ***turn to 156.***
- *If you successfully run away,* ***move on in a random direction.***

217 *Time:5*

You reach for a weapon as the monk draws a dagger from beneath the seat. Fighting in the moving wagon is a test of your agility.

(MONK OB: 1 DB: 1 EP: 31)

- *If you win the fight,* ***turn to 243.***
- *If you lose the fight,* ***turn to 118.***

218 *Time: 15*

You stand, carefully watching the man's every move. He offers you the bottle he holds. "It's good Dorwinion wine," he says with a smile. "Go on, it's safe. Drink while I play you a song."

He pulls out his lyre and strums a lively melody, waiting for you to drink. Then he sings:

Oh, I once was in danger and called for a Ranger, who's less than family but more than a stranger. . .

- *If you trust the man and want to drink the wine, turn to 172.*
- *If you do not trust the man, turn to 174.*

219 *Time: 15 Exp Pt: 1*

The ferryman snaps, "I've been robbed too many times lately!"

You say, "Not by me!" After cooling off, you negotiate a fair price — 50 copper pieces — and cross the Brandywine on the Bucklebury ferry. *You debark in Space 15G; Turn to and read 15G.*

220 *Time: 45 Exp Pt: 3*

You struggle against the current; maneuvering the flat-bottomed boat is much more difficult than you had thought. Exhausted but dry, you come ashore in sight of the Bridge, *space 14D. Turn to and read 14D.*

221 *Time: 10*

The Orc fails to notice you and disappears into the cave. *If you explore the cave, turn to 238; otherwise, move on.*

222 *Time: 15*

The first Hobbit you meet in Stock eyes you warily and makes a circling motion around his head after you tell him about your mission.

- *If you do not have the silver dagger Strider gave you* **or** *you do have the silver dagger and don't show it to the Hobbit, turn to 241.*
- *If you have the silver dagger and show it to the Hobbit, turn to 234.*

223 *Time: 5*

You are dead; your mission has ended abruptly!

224 *Time: 15 Exp Pt: 1*

Inside the dark tomb, you find you cannot see a thing

without torch or some magic light. The creaky door and whistling wind set you on edge. In the blackness, an icy hand grabs you, pulling you into the depths of the darkness. You must fight for your life against an unseen Wight!

(**WIGHT** OB: 2 DB: 2 EP: 29)

- *If you win the fight,* ***turn to 110.***
- *If you lose the fight,* ***turn to 141.***

225 *Time: 10*

You observe an Orc emerging from the deep shadows of a cave, sniffing around before he wanders off.

- *If you explore the Orc cave,* ***turn to 238.***
- *If you remain in hiding and observe,* ***turn to 211.***
- *Otherwise,* ***move on.***

226 *Time: 30*

The Hobbits and Men of Scary eye you suspiciously, but in asking for the Shirriff's representative, you are led to a friendly smith named Hursoot. You tell him your tale, his eyes growing wider as each adventure unfurls. ***Pick a number and add your Perception bonus:***

- *If less than 5,* ***turn to 163.***
- *If 5 or more,* ***turn to 208.***

227 *Time: 10 Exp Pt: 3*

The Hobbit sneers and moves away from you.

- *If you try and find someone else to talk to,* ***turn to 391.***
- *Otherwise, you have failed to warn Stock,* ***move on.***

228 *Time: 30*

You wander through the woods with little sense of direction. Your initial sense of being near the hermit's hut fades with each step. An owl hoots, an eerie sound that sends shivers through you. ***Move on in a random direction.***

229 *Time: 45 Exp Pt: 3*

The ferry drifts and turns more than you would like, but you muscle it to shore north of the Bridge, *space 15C.* ***Turn to and read 15C.***

230 *Time: 10 Exp Pt: 1*

Four Orcs are gathered around a circle of weapons and other booty, fighting over a trinket. One turns suddenly and spots you.

"Slash him! Bite him! Beat him! Crush him!" they scream, giving chase. "Carry him off to the snake pit!" another cries, brandishing his scimitar. ***Pick a number and add your Running Bonus:***

- *If less than 6,* ***turn to 245.***
- *If 6 or more,* ***move on.***

231 *Time: 5*

You feel drowsy and are tempted to lie down. ***Pick a number and add your Magical Bonus:***

- *If less than 8, **turn to 292.***
- *If 8 or more, **move on.***

232 *Time: 15 Exp Pt: 2*

Moving silently as an Elf, you recover all of your equipment. ***Move on in a random direction.***

233 *Time: 15 Exp Pt: 12*

WELCOME TO TUCKBOROUGH reads the hand-painted road sign just outside town. Several Hobbit merchants greet you warily. You quickly ask for the Shirriff or his agent. Led to Tuck's Inn, you meet a Hobbit bigwig named Fallowfields, who listens to your story of the coming of the Black Riders with great attention. ***Pick a number and add your Perception bonus:***

- *If 2-5, **turn to 247.***
- *If 6-12, **turn to 454.***

234 *Time: 5*

You show the Hobbit the silver dagger Strider gave you. I'll take you to the Shirriff's helper right away!" he says.

- *If you follow the Hobbit, **turn to 341.***
- *Otherwise, **turn to 391.***

235 *Time: 10*

You see the wide grassy track of the rocky Greenway before you, stretching north and south like a rough ribbon. In the distance, a wagon appears, golden hay piled high upon it. The driver looks like an old farmer.

- *If you greet the old man, **turn to 153.***
- *If you hide and observe the road for a while longer, **turn to 244.***

236 *Time: 5 Exp Pt: 1*

You run as fast as your legs will carry you, your blood racing through your veins. After a hundred yards, the man is still behind you,shouting: "We have spies everywhere! You will never get to the Shire!"

- *If you stop and fight the man, **turn to 148.***
- *If you continue running, **pick a number and add your Running bonus:***
- *If 2-7, **turn to 133.***
- *If 8-12, **move on in a random direction.***

237 *Time: 15 Exp Pt: 20*

The men lie at your feet. You find five silver pieces, three copper pieces, a sword, a mace, and two daggers.

- *If you try to warn Scary, turn to 226.*
- *Otherwise, move on.*

238 *Time: 15 Exp Pt: 1*

Inside the Orc cave, the revolting odor of decay and garbage and the stifling air almost knock you out. You hear Orcs inside arguing.

- *If you wish to explore the cave further, pick a number and add your Trickery bonus:*
  - *If 2-6, turn to 230.*
  - *If 7-12, turn to 453.*
- *Otherwise, exit the cave and move on.*

239 *Time: 90 Exp Pt: 4*

A throbbing in your skull brings you to consciousness. Your vision is clouded, your limbs are so weary that you can barely rise to your feet. With a start, you realize that you've been beaten, robbed and left for dead. You have nothing left but your clothes and your wits.

All around you stand tall trees blocking your way out. Nothing looks familiar. You are lost. To see if you can reorient yourself, *pick a number and add your Perception bonus:*

- *If 2-8, move on in a random direction.*
- *If 9-12, move on.*

240 *Time: 30*

As the dawn breaks, a man rides up to the camp. He dismounts and talks to your captors for a while. After a while, he walks over to you and draws his dagger, "You have been a little bit too successful. Our orders are to kill you." As his knife falls, you realize that *your quest is over!*

241 *Time: 5*

The Hobbit looks at you suspiciously, *Pick a number and add your Perception bonus:*

- *If less than 6, **turn to 227.***
- *If 6 or more, **turn to 341.***

242 *Time: 20* *Exp Pt: 1*

The bird circles, coming quite low, and calls out to his circling companions; you dive for cover. Is he a spy for Sauron? You hold your breath. Finally, he flies off — but did he spot you? ***Move on.***

243 *Time: 10* *Exp Pt: 12*

From the fallen monk, you remove his dagger, 2 silver pieces and the amulet, which has a White Hand emblazoned on it. As you snap off the chain, the amulet glows a ruby red, then blackens and crumbles to ash in your hand. ***Move on.***

244 *Time: 50*

You wait 40 minutes by the road. No one else comes along. You get hot and hungry. A cricket chirps at you. ***Move on.***

245 *Time: 5*

You must fight all four Orcs *(listed in text section 197).*

- *If you win the fight, **turn to 194.***
- *If you lose the fight, **turn to 239.***

246 *Time: 10* *Exp Pt: 2*

A tall, broad rider dressed in a flowing black cape and hood approaches on the biggest blackest horse you have ever seen. He stops, leaning toward the ground to sniff the air for a scent — your scent! You turn cold and clammy with fear. ***Pick a number** and add your Trickery bonus:*

- *If less than 8, **turn to 319.***
- *If 8 or more, **turn to 256.***

247 *Time: 15* *Exp Pt: 2*

Fallowfields appears scared, but his fear turns to suspicion and anger. He mumbles: "I will hear no more... out with you!" With paring knife drawn, the innkeeper points toward the way out. You have failed to warn Tuckborough! ***Move on.***

248 *Time: 30*

You enter the ruins of an old manor house. Shadows seem to follow you around. You find the remains of a campfire on the marble floor,and discarded food. Who might return, friend or foe?

- *If you explore the ruins further, **turn to 250.***
- *Otherwise, **move on.***

249 *Time: 10 Exp Pt: 1*

You come to a clearing in the woods and spy an Orc dragging a heavy cloth sack behind him. He appears to be alone and is unaware of you. ***Pick a number** and add your Trickery bonus: if 2-7, the Orc is aware of you; if 8-12, the Orc is unaware of you. **Take an action:***

- *If you must fight the Orc, **turn to 197.***
- *If you "outsmart" the Orc, **turn to 206.***

250 *Time: 10*

A creak down the main hallway leads you cautiously toward the kitchen, now covered in dust. A movement catches your eye; you draw your dagger upon what you now see to be a beggar in rags huddled in darkness beside the stove. He babbles about doom and darkness and the coming storms of fire. Sorry for the man, you give him what food you can spare and ***move on.***

251 *Time: 10*

You find a sword, a club, jewelry worth 5 silver pieces and a torn stained map drawn in red ink — or is it blood? — on a dirty patch of cloth.

- *If you continue your journey, **move on.***
- *If you examine the map more closely, **turn to 185.***

252 *Time: 15 Exp Pt: 2*

WELCOME TO HOBBITON, the road sign reads, and you never read happier words in your life. You ask for the Shirriff or his agent. Hearing you ask for the Shirriff, one prosperous-looking Hobbit sizes you up before inviting you to join him at a pub. ***Turn to 274.***

253 *Time: 134 Exp Pt: 4*

You awake bleeding and dazed, your belongings scat-

tered over the ground. You struggle to your feet and gather up your things. ***Pick a number:***

- *If 2-4, you get only two meals, your pouch, and dagger.*
- *If 5-8, you get three meals, your pouch, dagger and one other weapon.*
- *If 9-12, you get all your belongings.*

Move on in a random direction.

254 *Time: 10 Exp Pt: 1*

You hand Gildor the sword with a trembling hand and beg his forgiveness. "It is so beautiful," you say, as if to pardon your crime. "I lost my wits." Gildor says nothing to ease your guilt, nodding in one direction. You start off and suddenly turn to ask his pardon again, but he and the Elves are gone. ***Move on in a random direction.***

255 *Time: 30*

You struggle to free your self from the unnatural sleep. ***Pick a number and add your Magical bonus:***

- *If less than 8,* ***turn to 308.***
- *If 8 or more,* ***turn to 284.***

256 *Time: 30 Exp Pt: 2*

You crawl on hands and knees through the tall grass until out of sight (and you hope, smell) of the rider. Then you stand and decide what to do next. ***Move on.***

257 *Time: 10 Exp Pt: 90*

You fight at the edge of the flowing water; the Rider slips and falls, disappearing under the surface of the water. Flushed with pride, you check yourself for wounds and find nothing too serious. You have defeated a Nazgûl! ***Move on.***

258 *Time: 5 Exp Pt: 1*

You grasp the hilt of the sword and turn to creep away when a lean hand on your shoulder whirls you around. It is Gildor, angry and towering above you.

"Thief! Drop that sword and flee! Never look to an Elf for help again!" Gildor takes the sword from you and shoves you toward the woods, where you wander lost and alone. ***Move on in a random direction.***

259 *Time: 90 Exp Pt: 5*

You awake roasting in the sun, a hollow ache in your skull, and feel the blood oozing from the wound in your side. You stop the flow with a piece of your shirt. Woozy, you stagger to your feet, confused and weak. ***Move on in a random direction.***

260 *Time: 5*

The hermit raises a hand to warn you, his eyes glowing. "I will brook no attack, young fool!" he cries.

(HERMIT OB: 3 DB: 0 EP: 32)

- *If you win the fight,* ***turn to 138.***
- *If you lose the fight,* ***turn to 118.***

261 *Time: 5*

You sneak up to the nearest Elf, his back turned to you, and reach for his glittering sword. ***Pick a number and add your Trickery bonus:***

- *If less than 11,* ***turn to 258.***
- *If 11 or more,* ***turn to 315.***

262 *Time: 15*

"Now, what is this great secret that my friends cannot hear?" Gamgee asks, lighting up his pipe.

You tell him of your long and arduous journey, of the coming of the Black Riders to the Shire and the grave danger they present. Gamgee nods solemnly throughout your speech but you are not certain he believes you. ***Pick a number and add your Perception bonus:***

- *If less than 4,* ***turn to 306.***
- *If 4 or more,* ***turn to 293.***

263 *Time: 60 Exp Pt: 1*

After another song that lulls you into a peaceful mood, an Elf asks you to join them for a meal. With the overhanging boughs of tall trees acting as a roof, you enter the outdoor "dining hall" and join a small party of Elves seated on tree trunks, enjoying food and drink. You are served a nourishing light bread, berries that invigorate you and a cup full of a cool, golden liquid. You rest briefly and stir, startled to find Gildor standing above you.

"Even the gentle animals of these woods have been aroused by the Evil around us," he says in a matter-of-fact way. "Come, you must leave now," he says, leading you toward the path. *Decrease your damage taken to 0, and any special diseases or injuries are healed. He gives you 5 meals (lembas) and if you have no weapon, he gives you a dagger. You are in space 22G.*

- *If you follow Gildor, turn to 452.*
- *If you leave on your own, bid Gildor goodbye and move on.*

264 *Time: 90 Exp Pt: 5*

You awake freezing, without your weapons or equipment. The rider must have tossed you into the River to drown. Exhausted, wet and defeated, *you stand on the same side of the water from which you started, one space downstream. You have lost all your equipment. Turn to the text corresponding to your new space.*

265 *Time: 0 Exp Pt: 2*

Back at the table, you eat heartily, telling Tom and Goldberry of your adventures thus far. They seem impressed and interested, showing no surprise at anything you have to say. After the meal, you decline their offer to stay longer. *All of your damage taken, disease or any other problems are magically cured.*

"I must hurry on," you explain. "Time is working against me and for my enemies."

Goldberry leaves for a moment and returns carrying one of the items you saw in the other room: the small, simple bowl. "This is for you," she says, her merry eyes dancing. She seems amused by your indecision. "You will never go hungry if you carry this bowl, for it provides one meal a day, every day," she explains. *Turn to 298.*

266 *Time: 5 Exp Pt: 1*

You manage just two steps before an Elf bars your way, slapping you and seizing the sword in one motion. The Elves gather to force you deeper into the woods. *Move on in a random direction.*

267 *Time: 5 Exp Pt: 1*

"Hail, Rider!' you call to the figure draped in black. The rider pulls up and leans forward in the saddle, sniffing at you.

"Where is Baggins? "he demands in an eerie, bodiless voice that sways you. You look puzzled and shrug. "Where is the Hobbit — with the Ring?"

"I don't know," you reply honestly, chilled by the rider's breath.

"Liar! Fool!" he hisses, crying out. In an instant he pulls his sword and leaps off the horse at you.

- *If you fight the rider,* ***turn to 295.***
- *If you run away,* ***turn to 397.***
- *If you try to escape by leaping into the river,* ***pick a number*** *and add your General bonus:*
  - *If 2-8, you must fight,* ***turn to 295.***
  - *If 9-12, you leap in to the river,* ***turn to 290.***

268 *Time: 5 Exp Pt: 2*

A steel dart strikes you in the neck. You grab at it, the rush of blood pumping through your fingers. You must stop the flow! You tear at your tunic and wrap a piece around the wound. ***Pick a number*** *and increase your damage taken by that amount.*

- *If you explore the castle further,* ***turn to 112.***
- *Otherwise,* ***move on.***

269 *Time: 60 Exp Pt: 2*

Your sleep is deep and dark and without images, although you sense a deadly squeezing of your very self and a suffocation of your soul. ***Pick a number*** *and add your Magical bonus:*

- *If less than 9,* ***turn to 308.***
- *If 9 or more,* ***turn to 128.***

270 *Time: 10*

You cautiously make your way down the hill toward the slow-moving wagon. The driver appears to be an old farmer, his wagon full of hay.

- *If you sneak up on the driver of the wagon, turn to 131.*
- *If you hail the man, turn to 187.*
- *Otherwise, move on.*

271 *Time: 15 Exp Pt: 1*

"My name is Blatt," the old man tells you confidentially. "I used to be a goat, but now I'm a man. I am going to market with my goat's cheese. Would you like a taste?" He raises a piece of moldy cheese from under the seat and sticks it under your nose.

The wagon rattles down the road at a snail's pace. You are wasting precious time. "I have to go now!" you call to the man over your shoulder, leaping off the wagon. ***Move on.***

272 *Time: 5*

Quick with blade and club, they quickly dismount to attack you. *Subtract 2 from any run away attempts.*

(HIGHWAYMAN #1 OB: 1 DB: -1 EP: 28)
(HIGHWAYMAN #2 OB: 0 DB: 0 EP: 24)

- *If you win the fight, turn to 182.*
- *If you lose the fight, turn to 188.*

273 *Time: 0 Exp Pt: 2*

You find yourself on the stone threshold of an ancient, illuminated house natural as the woods surrounding it and sturdy as a structure can be. The place seems timeless.

"Come in," says Tom, "meet Fair Lady Goldberry!"

In the long, low-ceilinged room you see Goldberry, the River-daughter — a golden-haired maiden in a long green gown shot through with silver like dew — smiling to greet you. She appears to be wearing living flowers. Stunned, you cannot manage to speak a word.

"Fear nothing," says Goldberry, taking your hand. "You are under the roof of Old Tom Bombadil now." She leads you to a long table laden with pitchers of cream and bowls of honeycomb, thick bread and yellow butter, milk, cheese, green herbs and ripe red berries. Your mouth waters.

"First wash the weariness off, young friend," Tom cries, just as you sit down to attack the bread and butter. Tom leads you out a doorway, down a short passage and, after a sharp turn, to a low room with a sloping roof. The walls are stone, smooth and old, and covered with mats and curtains; the floor is of flagstone. In one corner lies a pile of mattresses. Tom points to a basin of water, leaving you to wash off the grime of your journey.

On top of one mattress you spy three small items: a wand carved from hazelwood, an empty wooden bowl and a simple flute.

- *If you return to the kitchen to join Tom and Goldberry,* ***turn to 265.***
- *If you want to steal any of the items,* ***pick a number*** *and add your Trickery bonus.*
- *If less than 10,* ***turn to 281.***
- *If 10 or more,* ***turn to 314.***

274 *Time: 30 Exp Pt: 1*

At the Hobbling Halfling, an ale house run by Haling Halbut, a hirsute but hapless Hobbit, you meet Hamfast

Gamgee, as he is called. "I'm him, Hamfast Gamgee," he says, introducing himself. He appears prosperous and sports well-brushed feet and a twinkling eye. "Who are you? Why do you ask for Bag End? What brings you to our fair Shire?" Another Hobbit standing nearby whispers, "he looks like a Bounder to me."

"We must speak in private," you whisper, having learned a thing or two on your trip. "Please." You show him the silver dagger Strider gave you.

Gamgee nods, impressed, and leads you to a private booth in the rear of the inn. ***Turn to 262.***

275 *Time: 90 Exp Pt: 4*

You awake groggy and sore, a throbbing in your skull. With a start, you see that all your possessions — your weapons, pouch, food — are gone. You stumble to your feet and wander outside, confused and dazed. ***Move on in a random direction.***

276 *Time: 90 Exp Pt: 1*

Suddenly light streams into the tomb; you must be dreaming this. There stands a funny man in a feathered hat, wearing a bright blue jacket and yellow boots, his hands on his hips. Removing his hat, the man approaches you, singing:

Get out, you old Wight! Vanish in the sunlight!
Shrivel like the cold mist, like the winds go wailing,
Out into the barren lands far beyond the mountains!
Come never here again! Leave your barrow empty!
Lost and forgotten be, darker than the darkness,
Where gates stand forever shut, till the world is mended! †

With a cry and a crash, the Wight disappears. The man unties you — identifying himself as Merry Old Tom — and leads you into the sunlight. As he leaves, bounding off like a deer, you thank him. ***Move on.***

277 *Time: 15*

Your cries are unheard; your last sight is the "mouth" of the great willow closing with you trapped in the darkness within, struggling and crying out. ***Your mission has ended!***

278 *Time: 30 Exp Pt: 1*

You pass a half-dozen stone houses and the fertile, rolling hills of hay and corn that spread behind them toward the horizon. At the center of town, you ask for help in locating a pony or a horse. None of the Hobbits to whom you speak know of a pony or a horse for sale. Inquiries for the Shirriff's agent lead you to a prosperous Hobbit merchant.

- *If you have the dagger Strider gave you,* ***turn to 134.***
- *Otherwise,* ***move on.***

279 *Time: 30 Exp Pt: 1*

You half-crawl up the stairs, carefully stepping over and around gaping holes. You round the corner of the stairs and see no one. On the second floor, you pause in the wide, open-to-the-sky hallway and see four doors leading from it. All are made of oak and appear locked.

From behind the door nearest you, the one at the head of the stairs, you hear the crash and thud of an overturned table and the smash of glass breaking.

- *If you investigate the room,* ***turn to 130.***
- *Otherwise, leave the castle and* ***move on.***

280 *Time: 30 Exp Pt: 3*

You are exhausted, weak and wet. *You stand on the opposite side of the water from which you started, one space downstream. You have lost all your weapons and armor (if any) except for your dagger, but you still have the rest of your equipment.* ***Turn to the text corresponding to your new space.***

281 *Time: 180 Exp Pt: 2*

Silently, Tom Bombadil enters the room just as you snatch an item.

"This is no way to behave, young fool!" cries Tom, furious. You hear a "snap!" like a large, dry twig crack-

ing underfoot and lose consciousness.

You awaken surrounded by deep, gloomy woods, a heavy fog rolling in. *You are in space 10G. Move on in a random direction.*

282 *Time: 15 Exp Pt: 3*

From your hiding place beside the road, you peer up at the Bridge, which seems deserted. Then the clop-clop of a horse's hooves alerts you. You duck into a small hollow and lie flat as the sound of the horse comes nearer. Through the grass and above the tangled roots of a tree, you see a large black horse approaching; atop it sits a broad man's figure wrapped in a black hood and cloak, his shiny black boots visible in the stirrups. The hood covers the man's face completely – if he is a man.

You freeze, a chill coursing through you. The horse stops at the eastern end of the Bridge; you see the rider bow his head, as if listening for the slightest sound. You hold your breath. Then from inside the hood a sniffing sound emerges – the 'man' is trying to catch your scent, you realize. Perspiration makes you shiver with fear.

- *If you sneak away, turn to 256.*
- *If you sneak past the rider and onto the Bridge, turn to 313.*
- *If you talk to the rider, turn to 267.*
- *If you attack the rider, turn to 295.*

283 *Time: 30 Exp Pt: 1*

The singing draws nearer, one voice leading the others in the fairest of melodies, yet the words are unknown to you. Then they appear.

Even in daylight, starlight shimmers in the fair hair and gleaming eyes of the Elves, tall and lean as strong saplings. They grow silent as you boldly approach.

You introduce yourself to them, using Strider's name to enlist their assistance in completing your mission to warn the Shire. Their leader steps forward, an Elf more than seven feet tall and even more impressive than the others.

"I am Gildor Inglorion of the House of Finrod," he says, observing you carefully. "We are exiled in this land for but a short while and will assist you in your mission. Strider is known to us. It is not our custom," he continues, "to welcome outsiders, but we will provide food, lodging and herbs to speed you along your way. Come." Gildor turns amd leads his Elves silently through the woods.

- *If you wish to follow Gildor and the Elves, turn to 297.*
- *Otherwise, move on.*

284 *Time: 60 Exp Pt: 3*

You awaken in a panic and struggle to break free of the willow root strangling you. You manage to free yourself, although your throat is very sore. You shake your fist at

the willow before hurrying on. ***Pick a number and increase your damage taken by that amount. Move on.***

285 *Time: 15 Exp Pt: 2*

On hands and knees, you make your way to the Bridge and begin to scoot across, keeping near an edge. You have gone but fifty feet when a rider enclosed in black garb races at you from across the Bridge and pulls up ten feet in front of you, his great black steed rearing in your face. You crouch, set to spring into action.

- *If you fight the rider,* ***turn to 295.***
- *If you talk to the rider,* ***turn to 267***
- *If you try to escape by leaping into the river,* ***pick a number and add your General bonus:***
  - *If 2-8, you must fight,* ***turn to 295.***
  - *If 9-12, you leap in to the river,* ***turn to 290.***

286 *Time: 10 Exp Pt: 15*

The man lies bleeding and still at your feet. You search him and find only one silver piece and his knife. You search the room and find nothing of interest but for the spear. ***Move on.***

287 *Time: 60 Exp Pt: 1*

Your legs grow weary; you eyes fill with tears of guilt. You have stolen from Tom Bombadil! You stumble and fall, hurting your knee. When you look up, there stands Tom Bombadil, hands on hips.

"What a young fool you are!" he says cooly. "I will have what is mine." You return what you stole with no thought of fighting or challenging him. "You had better learn how to treat your friends," Tom says, "or you will have none." You are lost and alone. ***You are in space 10G. Move on in a random direction.***

288 *Time: 15 Exp Pt: 1*

You run through the woods, the gloom deepening around you. The sword grows heavy in your hand, so heavy that you need both hands to carry it. You rush ahead down the path and come face-to-face with Gildor, a very tall, very angry Elf.

"Give me the sword, thief!" he demands, glowering at you.

- *If you fight Gildor, **turn to 294.***
- *If you run away, **turn to 266.***
- *If you give Gildor the sword, **turn to 254.***

289 *Time: 10*

The ancient Bridge appears unguarded and quiet; the deep brown waters of the Brandywine beckon to be crossed, simply and directly.

- *If you cross the Bridge, **turn to 453***
- *If you hide and observe further, **turn to 282.***

290 *Time: 15 Exp Pt: 4*

You leap into the swirling, muddy waters just as the blade of the rider whizzes overhead. You have heard that the Undead cannot abide moving water, and you sure hope that this one can't. The River whirls you and carries you swiftly downstream, but you struggle to keep afloat and make your way to the far side. ***Pick a number** and add your General bonus:*

- *If 2-3, you drown, **your quest is over.***
- *If 4-10, **turn to 316.***
- *If 11-12, **turn to 280.***

291 *Time: 5 Exp Pt: 2*

You reach in your pocket to pay the man the two silver pieces. "Give me everything you have!" he demands, raising a meaty fist in your face. "After all, I saved your life!"

- *If to give the man everything in your possession, **turn to 101.***
- *If you run away, **turn to 109.***
- *If you fight the man, **turn to 115.***

292 *Time: 30 Exp Pt: 1*

Weary, you lie with your back to the cool, smooth trunk of a great willow and fall fast asleep, the grey and yellow leaves of the tree "singing" a sad lullaby. ***Pick a number** and add your Perception bonus:*

- *If less than 6, **turn to 269.***
- *If 6 or more, **turn to 255.***

293 *Time: 10 Exp Pt: 100*

"I believe you," he says, grim and shaken by your news. "I see the fire of truth in your eyes. Rest assured that I will warn Hobbiton, Bywater and Tuckborough – if you have not already! The Farthing will know of this monstrous plot! Michel Delving shall hear of the coming of the Riders too, I promise you. You have done a great service, both to us Hobbits and to all beings who cheer the light of day." He pats you on the back and offers you his pipe. "Rest here for as long as you like, and put away your money!"

You have succeeded where many might have failed! The Shire is safer bacause of your actions and courage. ***Turn to 449.***

294 *Time: 5 Exp Pt: 1*

You raise the sword to strike at Gildor, but it trembles in your hand, unwilling to swing at an Elf. You drop the Elven sword and reach for your own weapon as Gildor approaches, his sword drawn. *You are surprised.*

(GILDOR OB: 10 DB: 13 E: 54)

- ***If you win the fight, turn to 303.***
- ***If you lose the fight, turn to 310.***

295 *Time: 5 Exp Pt: 2*

The rider snorts with disdain for you, reaching to swipe at you with his sword. You dodge and thrust at him, having never seen such a swift strike with such a large sword. Swinging with pride and power, you hold your ground and strike.

(**NAZGÛL** OB: 15 DB: 12 E: 68)

- *If you win the fight,* ***turn to 257.***
- *If you lose the fight,* ***turn to 300.***
- *If you successfully run away, you leap into the nearby water;* ***turn to 290.***

296 *Time: 10*

You go down under the man's slashing blade. ***Pick a number:***

- *If 2-5,* ***you are dead; your mission has ended.***
- *If 6-12,* ***turn to 259.***

297 *Time: 15*

You struggle to keep up with the silent, quick-moving, long- legged Elves as they hasten down a grassy lane in the woods. The path descends between two rolling hills, hazel crowding their slopes on either side. Ahead, the Elves leave the path and cut through thickets that tear at your eyes and clothes, yet they seem unmarred and unbothered. You huff and gasp for air to keep up as they march up the slopes to the top of a hill above the river valley.

Suddenly trees open up on one side and you stand in a wide, grassy area; to the east, the ground falls off sharply and you see (above the sloping tree line) lowlands and in the distance, a small village quiet as a toy model.

The Elves gather together to talk, seated comfortably on the grass, their weapons on the ground behind them. *You are in space 22G.*

- *If you want to steal a weapon,* ***turn to 261.***
- *Otherwise,* ***turn to 263.***

298 *Time: 0 Exp Pt: 3*

Rested, fed and full of energy, you thank Goldberry and

wave a warm goodbye at the door. Tom leads you down the path and into the deep misty woods, bounding ahead of you. (*You are in Space 10G.*) Before parting, Tom offers to take you another league before returning home.

- *If you accept his offer,* ***move on*** *from any space adjacent to 10G.*
- *Otherwise,* ***move on.***

299 *Time: 10 Exp Pt: 3*

A tear comes to your eye as you gaze upon the smoldering ruins in the village and the charred trees along the surrounding forest edge. You are too late. Tuckborough has felt the Dark Lord's ire. ***Move on.***

300 *Time: 15 Exp Pt: 5*

You come to your senses, dazed and battered and bleeding. The faceless, fire-eyed rider hovers over you, his icy blade at your throat, only his gloves and boots visible.

"Talk now — or die! Where is Baggins? Where is the Hobbit with the Ring?" he demands in a voice that lacks the warmth of life.

Chilled and shivering with fear and cold, your teeth clattering in your head, you feel his will overwhelming yours. As if from a great distance, you hear a voice — can it be yours? — telling him everything.

The rider raises his sword, threatening the final blow; you pass out, the raised blade your last sight. ***Pick a number:***

- *If 2-6,* ***turn to 311.***
- *If 7-12,* ***turn to 264.***

301 *Time: 5 Exp Pt: 7*

A bold, enchanted song reaches you as if from a great distance; almost instantly, the Willow shakes and shivers, overcome by the power of the melody. You sense a freedom in your breathing.

Before you stands Tom Bombadil, singing a merry song and admonishing the wicked Willow.

- *If you follow Tom Bombadil,* ***turn to 139.***
- *Otherwise,* ***move on.***

302 *Time: 10 Exp Pt: 2*

Just as you grab the vase and leap to one side, a yawning pit trap slashes open beside you. You are safe, by inches! You sigh and examine the gold vase more closely. It sports Elvish lettering which you cannot decipher. It seems valuable, so you add it to your belongings. Keeping an eye out for trouble, you dash out of the room, down the hall and out the door. ***Move on.***

303 *Time: Exp Pt: 50*

You have defeated one of the mightiest of all Elves, Gildor. Hail the great warrior! It seems almost impossible, but you will be the stuff of song and legend, like other slayers of famous beings. You gather Gildor's sword and strut through the woods. (P.S. Check your math — what you have accomplished is nearly impossible!) ***Move on.***

304 *Time: 5*

Mingled song and laughter — strange but welcome sounds in any wood — reach your perked ears; you strain to hear better.

- *If you have already met Gildor and the Elves,* ***move on.***
- *Otherwise,* ***turn to 283.***

305 *Time: 45 Exp Pt: 1*

In a daze you follow a stone-bordered path over a knoll and see a two-storied house built under the overhanging

shoulder of a hill; falls bubble down beside it. (*You are in space 10G.*) You feel refreshed and eager to arrive. Tom Bombadil's singing, which has magically led you here, continues:

> Hey! Come derry dol! Hop along, my hearty!
> Young adventurer, come, let's have a party!
> Now let the fun begin! Let's sing a song
> together! †

An answering voice — a woman's — sweet and clear as the water of the brook, but ancient as the hills replies:

> Now let the song begin! Let us sing together!
> Of sun, stars, moon and mist, rain and
> cloudy weather,
> Light on the budding leaf, dew on the feather,
> Wind on the open hill, bells on the heather.
> Reeds by the shady pool, lilies on the water:
> Old Tom Bombadil and the River-daughter! †

- *If you want to enter Tom Bombadil's house, turn to 273.*
- *Otherwise, move on in a random direction.*

306 *Time: 15 Exp Pt: 2*

Gamgee shakes his round, curly-haired head emphatically. "Preposterous! I don't believe you! Get out! Get out, you madman!" He and his friends push you out the door of the inn.

- *If you wish to try to persuade Gamgee further, pick a number and add your Perception bonus:*
  - *If less than 5, you have failed to warn Hobbiton. Move on.*
  - *If 5 or more, turn to 293.*

307 *Time: 30*

The other rooms of the inn are dusty and deserted. You find a tainted bottle of apple cider but nothing of interest. *Pick a number and add your Perception bonus. If 2-7, turn to 146; otherwise move on.*

308 *Time: 10 Exp Pt: 2*

You are choking, strangling in the twisted roots of the willow. You struggle to reach your weapon but cannot free your arms. All you can do is cry out "Help! Help!" ***Pick a number:***

- *If 2-4, turn to 277.*
- *If 5-9, turn to 308.*
- *If 10-12, turn to 128.*

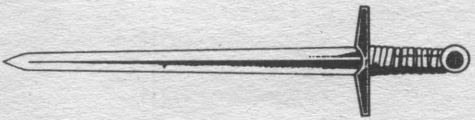
309 *Time: 30 Exp Pt: 8*

You crawl and squirm across the Bridge, tearing off skin at your elbows and knees. But to avoid the rider, surely it is worth a little hide! Inch by inch you struggle until finally you have crossed the mighty Brandywine. *You arrive in Space 14D. Move on.*

310 *Time: 60 Exp Pt: 2*

You awaken at Gildor's feet, a throbbing in your skull and a hole in your side.

"Heal your wounds with this, thief, and be off!" Gildor hisses, tossing you a scarf. He leads his company of Elves silently away through the thickets. You lie dazed and weak. *Decrease your damage taken by 10 and move on in a random direction.*



311 *Time: 10*

You come into a hazy, cold consciousness for a moment, entering a stark, frigid world of ice and darkness before dying. *Your mission is cruelly ended.*

312 *Time: 15*

The hermit's hut is simply furnished with a bed of straw, a chair and table with a candle, paper and quill pens, and a pantry and fireplace.

- *If you read what is on the table, turn to 147.*
- *If you wait for the hermit's return, turn to 150.*
- *Otherwise, move on.*

313 *Time: 15*

You crawl very deliberately toward the Bridge, intent upon sneaking across unnoticed. ***Pick a number** and add your Trickery bonus:*

- *If less than 12, **turn to 285.***
- *If 12 or more, **turn to 309.***

314 *Time: 10 Exp Pt: 1*

You slip out the window and run quietly around the house to rejoin the stone-lined path toward the woods, your booty in your bag. All of a sudden, the forest grows dark and misty. ***Turn to 287.***

315 *Time: 5 Exp Pt: 1*

You grasp the fine sword and rush off, quietly as you can, toward the path through the woods. ***Pick a number** and add your Running bonus:*

- *If 2-11, **turn to 288.***
- *If 12, **move on.***

316 *Time: 30 Exp Pt: 1*

Exhausted, wet and defeated, you give up and let the current deposit you *on the same side of the water from which you started, one space downstream. You have lost all your weapons and armor (if any) except for your dagger, but you still have the rest of your equipment. **Turn to the text corresponding to your new space.***

317 *Time: 5 Exp Pt: 1*

As he enters, a Troll grunts a warning to two of his companions, who rush in to attack you.

- *If you fight the three Trolls, **turn to 328.***
- *If you run away, **pick a number:***
  - *If less than 6, **turn to 345.***
  - *If 6 or more, you escape. **Move on.***

318 *Time: 5*

You draw a weapon and strike at the coiled serpent.

(SNAKE OB: -1 DB: 3 EP: 8)

- *If you win the fight, **turn to 369.***
- *If you lose the fight, **turn to 378.***
- *If you successfully run away, **turn to 329.***

319 *Time: 5 Exp Pt: 1*

The rider spies you and calls out. "You there! Come here!" His voice is at once bodiless and bold.

- *If you talk,* ***turn to 267.***
- *If you run away on foot,* ***turn to 397.***
- *If you fight,* ***turn to 295.***
- *If you are in a space adjacent to or containing a stream or river and you may jump into the river to escape,* ***turn to 290.***

320 *Time: 10 Exp Pt: 1*

You try to maneuver so that the sinking effect is minimized. ***Pick a number*** *and add your General bonus.*

- *If less than 7,* ***turn to 338.***
- *If 7 or more,* ***turn to 331.***

321 *Time: 5*

You draw a weapon and challenge the man, who turns suddenly serious, reaching for his sword. "You are very rash!" he cries. ***Pick a number:***

- *If 2-8,* ***turn to 166.***
- *If 9-12,* ***turn to 342.***

322 *Time: 15*

The rabid squirrels outdistance you, dropping from the trees all around you. You must fight them! ***Turn to 387.***

323 *Time: 90 Exp Pt: 1*

You hear an answering call! A tall, woodsy-looking man approaches, whistling a merry tune. After a quick glance at your silver dagger, he tends to your wound with a knife and a healing salve. Just after thanking him, you pass out.

When you awaken, the fever and pain are gone. *The man has taken none of your equipment. Reduce your damage taken to zero.* ***Turn to 218.***

324 *Time: 10 Exp Pt: 2*

In your desperation you fail to convince the Hobbit of the danger. He prefers to "stay out trouble." You fail to warn Stock. *If you want to buy provisions,* ***turn to 416.*** *Otherwise,* ***move on.***

325 *Time: 15*

Time-worn hills stretch to the north; to the east lie the ferry crossing and the mighty Brandywine. Not much hope of finding a pony here. ***Move on.***

326 *Time: 15 Exp Pt: 3*

You manage to free yourself from the bonds. *If you try to retrieve your weapons and belongings,* ***turn to 353;*** *otherwise,* ***move on.***

327 *Time: 30 Exp Pt: 1*

You hear a horrible, gutteral moan, like that of a big animal in pain and trace the sound to a cave in the woods. At the entrance to the cave, you see a club six feet long and as thick as your thigh. *If you enter the cave,* ***turn to 336;*** *otherwise,* ***move on.***

328 *Time: 5*

You grab your weapon and lunge at the nearest Troll. You must beat back the first Troll before trying to run away.

(TROLL #1 OB: 2 DB: 0 EP: 28)
(TROLL #2 OB: 3 DB: -1 EP: 26)
(TROLL #3 OB: 4 DB: -2 EP: 31)

- *If you win the fight,* ***turn to 355.***
- *If you lose the fight,* ***turn to 362.***

329 *Time: 5 Exp Pt: 1*

If the snake gave you any damage, ***turn to 385;*** *otherwise,* ***move on.***

330 *Time: 5 Exp Pt: 15*

Your tale arouses the Hobbit's ire and he agrees to spread the word. You successfully warn Stock! *If you want to buy provisions,* ***turn to 416.*** *Otherwise,* ***move on.***

331 *Time: 15 Exp Pt: 2*

You wriggle free one arm and laying your body out upon the quicksand, manage to grasp a fingertip-hold of the protruding root. You pull yourself out of the pool. ***Pick a number and increase your damage taken by that amount. Move on in a random direction.***

332 *Time: 180*

You could rot in the cellar, for all the Hobbits care. They ignore your pleas and bring you only water. Your mission may end here, a prisoner of Hobbits! ***Pick a number** and add your Trickery bonus.*

- *If less than 10, **your quest ends here**, as you await trial for murder!*
- *If 10 or more, **turn to 396.***

333 *Time: 10 Exp Pt: 12*

The village of Bywater lies just south of the Bywater Pool and the gentle stream called The Water. *If you want to warn Bywater, **turn to 434; otherwise, Turn to 151.***

334 *Time: 5 Exp Pt: 1*

In your hurry, you step hip-deep into a hidden pool of quicksand. You are sinking at a rate of about 2" a minute and must quickly grab hold of a tree root just out of reach or cast a rope to save yourself. ***Pick a number** and add your General bonus:*

- *If less than 6, **turn to 400.***
- *If 6 or more, **turn to 360.***

335 *Time: 10 Exp Pt: 1*

You crouch in the long grass off the road and see two stocky men on horseback, who stop to look around. Are they after you? ***Pick a number** and add your Trickery bonus:*

- *If less than 7, **turn to 214.***
- *If 7 or more, **move on.***

336 *Time: 10 Exp Pt: 2*

You tiptoe into the dark cave and peek around a turn in the passageway to see a Troll — nine feet tall, wide as a house, a greenish brown creature with peeling, steely scales covering his skin — trying on various gleaming bracelets, apparently "humming" to himself. Lying near you is a pile of arms — shortswords, clubs, daggers; halfway between you and the Troll lies a pile of shiny booty, including jewels, necklaces, rings and earrings.

You can guess only too well where their rightful owners must be now!

- *If you steal a weapon, turn to 347.*
- *If you steal an item of jewelry, turn to 354.*
- *If you make a "sneak attack" (See Action Table), turn to 388.*
- *Otherwise, move on.*

337 *Time: 1*

The poison completes its work. You are dead, ***your quest is over.***

338 *Time: 10*

As your head slips beneath the surface, you realize that you have had your final chance. ***Your quest is over.***

339 *Time: 15 Exp Pt: 1*

You carefully bundle up all of your equipment and put it on a log. Then you enter the cold, swift water. You venture into the fast current, swimming for the opposite shore. ***Pick a number and add your General bonus:***

- *If 2, turn to 365.*
- *If 3-10, turn to 376.*
- *If 11-12, turn to 389.*

340 *Time:15 Exp Pt: 13*

You disappear into a hollow log; the rider pulls up, sniffing the air for your scent, but finally gives up. You have escaped a Black Rider! ***Move on.***

341 *Time: 15 Exp Pt: 1*

The Hobbit takes you to an inn with the surprising name of the Crippled Hag. There you are introduced to a tall, lean man wearing light armor and sporting a long sword and a knife. When he grasps your hand to greet you, he squeezes so hard that you have to grit your teeth or scream out "Stop!" The man invites you to be seated, handing the Hobbit a handful of copper pieces.

"Well," he begins, "tell me all about it. Would you like some ale?"

- *If you stay and talk with the man, turn to 358.*
- *If you leave, turn to 374.*

342 *Time: 5*

You rush forward to engage the man in combat.

(**MAN** OB: 3 DB: 2 EP: 36)

- *If you win the fight,* ***turn to 352.***
- *If you lose the fight,* ***turn to 361.***

343 *Time: 15 Exp Pt: 1*

You fail to free yourself from the bonds. *Increase your damage taken by one.* ***Pick a number*** *and add your Trickery bonus:*

- *If 2-7,* ***turn to 343.***
- *If 8-12,* ***turn to 326.***

344 *Time: 5*

You walk along, careful to keep an eye out for trouble. Suddenly you hear the sounds of horses fast-approaching from behind the trees nearby.

- *If you hide,* ***turn to 335.***
- *If you stay in the open,* ***turn to 214.***

345 *Time: 90 Exp Pt: 5*

You stumble and fall, almost knocking yourself out. The heavy club of the Troll falls again and again against your head. All is black.

You awaken senseless, dazed and chained, a Troll standing guard over you. For a moment, you feel too weak to move. Then, as the Troll leaves to join his fellows at the fire, you resolve to escape. ***Pick a number*** *and add your Trickery bonus:*

- *If less than 6,* ***turn to 343.***
- *If 6 or more,* ***turn to 326.***

346 *Time: 10*

You run wildly, the snake hissing at your heels. He won't quit; you must turn and fight. *He bites you; increase your damage taken by 2.* ***Turn to 318.***

347 *Time: 5*

Pick a number and add your Trickery bonus:

- *If less than 7, the Troll turns and sees you heading toward the weapon.* ***Turn to 372.***
- *If 7 or more, you grab one weapon of your choice and run for the door.* ***Turn to 404.***

348 *Time: 15*

As if battered by an overwhelming power, you feel a weakening of your will. Why bother warning the Shire? Who cares about Hobbits? You ache to rest. If you sleep, all will be well. You slump to the ground. ***Pick a number*** *and add your Magical bonus:*

- *If less than 8,* ***turn to 364.***
- *If 8 or more,* ***turn to 386.***

349 *Time: 30*

You strain to break free of the rope and climb out the window. ***Pick a number*** *and add your Trickery bonus.*

- *If less than 9,* ***turn to 332.***
- *If 9 or more,* ***turn to 396.***

350 *Time: 5 Exp Pt: 1*

You have run but fifty yards when the rider overtakes you, grabbing at your throat. You are paralyzed by his icy grip, chilled and powerless. As his grip tightens, you pass out. ***Turn to 300.***

351 *Time: 10 Exp Pt: 1*

Soon the quicksand will cover your mouth and eyes — all of you! Once again, you try to maneuver so that the sinking effect is minimized. ***Pick a number*** *and add your General bonus:*

- *If less than 9,* ***turn to 338.***
- *If 9 or more,* ***turn to 331.***

352 *Time: 10 Exp Pt: 23*

The man lies still before you. You note the star on the man's shoulder. Symbol of the Rangers! Apologizing profusely, you tend to the man's wounds and stay with him until he revives. ***Move on.***

353 *Time: 10 Exp Pt: 1*

You crawl toward a pile of booty in the corner, barely visible under the torch light. There you see your belongings tossed on top of a heap of stained clothing. In another pile lies your dagger and weapons. ***Pick a number and add your Trickery bonus:***

- *If less than 8, **turn to 317.***
- *If 8 or more, **turn to 368.***

354 *Time: 5*

***Pick a number** and add your Trickery bonus:*

- *If less than 7, the Troll turns and spies you as you head toward the jewels. **Turn to 372.***
- *If 7 or more, you grab one necklace and one ring (together worth 5 silver pieces). **Turn to 404.***

355 *Time: 15 Exp Pt: 30*

Three Trolls lie at your feet, their black blood pooling around you. You have a moment to claim some booty. *You have all of your equipment. **Pick a number:***

- *If 2-4, you get jewels worth 10 Silver pieces.*
- *If 5-8, you get a dagger and jewels worth 20 Silver pieces (s.p.).*
- *If 9-12, you get a dagger and jewels worth 30 s.p.*

Move on.

356 *Time: 30 Exp Pt: 1*

A fever rises within you; you are terribly thirsty. You get to your feet. You have been infected with a disease similar to Rabies.

- *If you have a healing herb, apply it now and you are cured.*
- *Otherwise, increase your damage taken by 1 each hour until you find and use a healing herb.*

Move on in a random direction.

357 *Time: 15*

You call for help, the pain making escape impossible. *Increase your damage taken by 3.*

- *If your damage taken exceeds your endurance, **turn to 337.***

- *Otherwise, **Pick a number:***
  - *If 2-8, **turn to 357.***
  - *If 9-12, **turn to 323.***

358 *Time: 15 Exp Pt: 1*

As you tell the man what you know of the coming of the Black Riders and the hazards of your journey thus far, he licks his lips in appreciation.

"And the Hobbit Baggins?" he asks. Where is he?"

You shake your head. "I don't know."

The man becomes suddenly angry and stands, threatening you with his sword.

- *If you fight the man, **turn to 366.***
- *If you leave slowly and deliberately, **turn to 374.***
- *If you run away, **move on in a random direction.***

359 *Time: 60 Exp Pt: 1*

The Hobbits laugh at your preposterous tale. "Black Riders indeed!" one cries.

You are tossed into the dank cellar of a smial, the door locked behind you. You see a small round window about 5' above the floor; it does not appear to be locked.

- *If you try to escape, **turn to 349.***
- *Otherwise, **turn to 332.***

360 *Time: 30 Exp Pt: 2*

You grab hold of the root with your fingertips and lying flat in the muck, pull yourself to safety. Exhausted and covered by quicksand, you wipe yourself off. ***Move on.***

361 *Time: 60 Exp Pt: 5*

You awake stunned and bleeding, the man tending to your wounds.

"You young fool, I might have killed you," he says kindly, shaking his head. He applies a salve to your wounds that instantly numbs the pain. From his knapsack he produces a bottle of what appears to be wine and asks you to stand, if you can. *Change your damage taken to equal one half of your Endurance (round down) and **Turn to 218.***

362 *Time: 90 Exp Pt: 5*

You awake bound and aching from the beating the Troll gave you. Your weapons and belongings are gone. You look around the cave – there is apparently no guard. ***Pick a number and add your Trickery bonus:***

- ***If less than 7, turn to 343.***
- ***If 7 or more, turn to 326.***

363 *Time: 10 Exp Pt: 1*

You dive for cover as two men on horseback pull up, searching the brush. "See him?" one asks. They appear to be Dunlendings, swarthy and stocky men, and are uncomfortable on horseback. The other man grunts before speaking.

"We'll catch up to the little spy later. Come." They ride off in a storm of dust. ***Move on.***

364 *Time: 60 Exp Pt: 1*

An invisible, malevolent power has taken control of your will. You are asleep on a mossy root of a willow. *Increase your damage taken by 3.* ***Pick a number:***

- ***If 2-4, turn to 379.***
- ***If 5-9, turn to 364.***
- ***If 10-12, turn to 386.***

365 *Time: 30*

You make progress at first, stroking hard against the current. Then crippling cramps weaken you. You give up, sinking to the bottom of the River. ***Your quest is over.***

366 *Time: 5*

You ready yourself to fight as the man lunges at you.

(MAN OB: 1 DB: 0 EP: 31)

- ***If you win the fight, turn to 383.***
- ***If you lose the fight, turn to 118.***

367 *Time: 15 Exp Pt: 1*

You turn and run at top speed, the Hobbits chasing and calling out for you to "stop!" ***Pick a number*** *and add your General bonus:*

- ***If less than 6, turn to 392.***
- ***If 6 or more, move on.***

368 *Time: 10 Exp Pt: 2*

You manage to gather up your belongings without making a sound and steal away toward the cave entrance. Just as you stand to run away, a Troll suddenly appears from a passageway and grunts a warning to the others. You hear them snorting and thundering after you as you race to escape. ***Pick a number and add your General bonus:***

- *If less than 5,* ***turn to 388.***
- *If 5 or more,* ***move on.***

369 *Time: 10 Exp Pt: 5*

The snake lies dead at your feet; you check his fangs, which are two inches long and curved. Shaking your head, you wipe off your weapon. ***Turn to 329.***

370 *Time: 5*

A huge,green and brown diamond-backed snake slithers toward you in the grass, hissing ominously. As if under the control of some guiding power, the snake glides toward your feet and pauses to strike.

- *If you fight the snake,* ***turn to 318.***
- *If you run away,* ***pick a number*** *and add your Running bonus:*
  - *If 2-7,* ***turn to 346.***
  - *If 8-12,* ***move on in a random direction.***

371 *Time: 60 Exp Pt: 3*

You awake groggily, the squirrels gone. ***Turn to 356.***

372 *Time: 5*

The Troll grunts in rage and trudges toward you, one meaty claw-like hand extended to grab you, the other holding a club bigger than you are. ***Pick a number and add your Running bonus:***

- ***If less than 8, turn to 388.***
- ***If 8 or more, turn to 395.***

373 *Time: 5 Exp Pt: 1*

You dive into the brush and peek up at two rough-looking men on horses. One man looks down in your direction and calls out in a threatening voice, "We saw you! Now come up out of there before we come in after you!"

- ***If you stand and talk with the men, turn to 402.***
- ***If you stay hidden, turn to 214.***
- ***If you run away, turn to 191.***

374 *Time: 5*

You turn to leave; the man grabs you roughly, his grip like iron, and reaches for his knife. You swirl free of his hold. ***Turn to 366.***

375 *Time: 30 Exp Pt: 4*

The Hobbits listen intently as you tell them of your journey and mission.

"I believe you," the leader says. "Free him." Another Halfling cuts your bonds. "But you must give us your word that you will return to face justice after the completion of your adventure."

You swear to return and are given all your belongings. ***Move on.***

376 *Time: 30 Exp Pt: 1*

You valiantly stroke against the current but realize you cannot make it across. You end up on the eastern shore of the river. ***Pick a number:***

- *If 2-6, you wash up 2 spaces downstream (south).*
- *If 7-12, you wash up 1 space downstream (south).*

Read the text corresponding to the space you are in.

377 *Time: 10 Exp Pt: 1*

Just your head and shoulders remain free of the heavy, sucking quicksand. No one answers your calls for help; you are almost too weary to move. You try to maneuver so that the sinking effect is minimized. ***Pick a number*** *and add your General bonus:*

- *If less than 8,* ***turn to 351.***
- *If 8 or more,* ***turn to 331.***

378 *Time: 60 Exp Pt: 2*

When you awaken, the snake is gone. *Reduce your damage taken by 15.* ***Turn to 385.***

379 *Time: 5*

Pick a number *and add your Magical bonus:*

- *If less than 7, your sleep is permanent.* ***Your quest is over!***
- *If 7 or more,* ***turn to 128.***

380 *Time: 10 Exp Pt: 6*

Some squirrels dart off into the trees; the bloody bodies of the dead rabid squirrels saddens you. *If you took any damage,* ***turn to 356;*** *otherwise,* ***move on.***

381 *Time: 10 Exp Pt: 19*

The Troll lies still at your feet, his black blood flooding the ground around you. You consider trying to grab some treasure when a series of raucous grunts from the rear of the cave alerts you to the presence of many more Trolls. *If you stay, **turn to 317; otherwise, Move on.***

382 *Time: 5*

A gang of squirrels chattering in the trees above you suddenly raises an alarming clatter. You look up. A dozen bushy-tailed and drooling squirrels race down the trunk of an oak right at you! Rabid Squirrels!

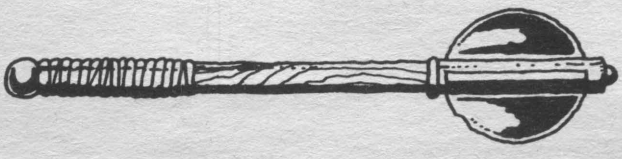
- *If you fight the squirrels, **turn to 387.***
- *If you run away, **pick a number and add your Running bonus:***
  - *If 2-3, **turn to 322.***
  - *If 4-12, **turn to 401.***

383 *Time: 10 Exp Pt: 15*

The man lies bleeding before you. Up runs the Hobbit-messenger.

"I'm so sorry! I had no idea he was such a Bounder! He said he would pay me to bring anyone asking for the Shirriff to him."

- *If you want to warn Stock, **turn to 391.***
- *Otherwise, **move on.***



384 *Time: 5*

The enraged Hobbits form a half-circle around you, brandishing their weapons.

(All 6 **HOBBITS** OB: 1 DB: 2 EP: 60)

- *If you win the fight, **turn to 398.***
- *If you lose the fight, **turn to 392.***
- *If you successfully run away, **move on.***

385 *Time: 15 Exp Pt: 1*

You feel weak and feverish; the snake must have been poisonous!

- *If you have a healing herb, apply it now and it will neutralize the poison, **move on.***
- *Otherwise, **turn to 357.***

386 *Time: 45 Exp Pt: 3*

You break free of the malevolent power that had seized control of your spirit; you are awake, lost and dazed. ***Move on in a random direction.***

387 *Time: 10*

You draw your weapon and face the enraged mass of vicious little animals. They attack relentlessly.

(All 12 **SQUIRRELS** OB: -3 DB: 2 EP: 12)

- *If you win the fight, **turn to 380.***
- *If you lose the fight, **turn to 371.***
- *If you successfully run away, **turn to 401.***

388 *Time: 5 Exp Pt: 1*

The Troll is within reach of you! As he grabs for you, you draw your weapon and slash at him.

(**TROLL** OB: 3 DB: -1 EP: 45)

- *If you win the fight, **turn to 381.***
- *If you lose the fight, **turn to 362.***

389 *Time: 45 Exp Pt: 4*

You have made it across the River! To see where you climb out of the water on the western bank, ***Pick a number:***

- *If 2-6, you cross and land 1 space downstream (south).*
- *If 7-12, you cross and land 2 spaces downstream (south).*

Read the text for the space you are in.

390 *Time: 10 Exp Pt: 1*

You cry out for what seems hours, but no help comes. ***Turn to 377.***

391 *Time: 15 Exp Pt: 1*

You nod to another friendly Hobbit standing nearby and ask for his help in warning Stock of the coming of the Black Riders. ***Pick a number and add your Perception bonus:***

- ***If 2-3, turn to 324.***
- ***If 4-12, turn to 330.***

392 *Time: 90 Exp Pt: 3*

The furious Hobbits knock you senseless. You partially regain consciousness as they tie your hands with rope.

"Take him to my smial and lock him in the cellar!" one well-dressed Hobbit cries.

They seize your belongings and carry you to a gathering of Hobbit-holes, ignoring your pleas for understanding. "I am on an urgent mission!" you cry as they shove you toward the round door of a large smial. "The Black Riders are coming!" you scream. "Strider sent me!"

The procession halts at the door. ***Pick a number and add your Perception bonus.***

- ***If less than 10, turn to 359.***
- ***If 10 or more, turn to 375.***

393 *Time: 10 Exp Pt: 13*

The man lies bleeding at your feet. From the woods come the cries of many Hobbits: "He has killed the ferryman! Seize him!" A half-dozen Halflings emerge from behind trees and bushes, brandishing clubs and spears.

- ***If you fight the Hobbits, turn to 384.***
- ***If you run away, turn to 367.***

394 *Time: 5*

As you draw your weapon, the man rushes at you with his club raised. You duck and *must fight the man.*

(FERRYMAN OB: -1 DB: 0 EP: 28)

- ***If you win the fight, turn to 393.***
- ***If you lose the fight, turn to 118.***

395 *Time: 5 Exp Pt: 2*

You run for your life toward the light at the cave entrance, the Troll trudging behind you. One last glance confirms that you have outraced the slow-footed giant. ***Move on.***

396 *Time: 15 Exp Pt: 2*

You manage to free one hand, loosening the knot, and then the other. Quickly you leap up to the window and crawl out, keeping a sharp eye for a guard. There is none. ***Move on in a random direction.***

397 *Time: 5 Exp Pt: 1*

You turn to run, the rider in pursuit, the hooves of the black steed pounding behind you. ***Pick a number and add your Running bonus:***

- ***If less than 9, turn to 350.***
- ***If 9 or more, turn to 340.***

398 *Time: 10 Exp Pt: 20*

The Hobbits not fallen at your feet flee, crying out for help. ***Move on.***

399 *Time: 30*

You wander through the woods and come upon a hedge winding through the deep stands of oak and elm. You crawl over the hedge and ***move on.***

400 *Time: 5*

You cannot reach the root of the tree! You must try something else, quickly!

- ***If you wish to call for help, turn to 390.***
- ***Otherwise, turn to 320.***

401 *Time: 5 Exp Pt: 1*

You run off blindly, intimidated by the rabid little beasts. ***If you took any damage, turn to 356; otherwise, move on.***

402 *Time: 5 Exp Pt: 1*

You try to talk the two highwaymen out of robbing you. "Look, let's be friends," you say. They rush you, weapons drawn. ***You are surprised by the attack. Turn to 210; you may not choose to "Talk."***

403 *Time: 5*

Another roar echoes through the forest. *If you explore further, **turn to 180; otherwise, move on.***

404 *Time: 5 Exp Pt: 2*

You turn and run toward the entrance of the cave, the Troll thundering behind you. ***Pick a number** and add your Running bonus:*

- *If less than 6, **turn to 388.***
- *If 6 or more, **turn to 395.***

405 *Time: 10 Exp Pt: 2*

SCARY, the ugly bedraggled sign reads. You wonder what fortune — good or bad? — has brought you to this aptly-named town. What few folk there are stare at you as though you were a spy or a big worm with limbs. *If you try to warn or explore Scary, **turn to 216; otherwise, move on.***

406 *Time: 10 Exp Pt: 23*

Grainfoot stirs. "I will help you," he says; "you can count on us. We will begin spreading the word immediately." As you leave town you hear the calls of alarm. *You have warned Frogmorton. **Move on.***

407 *Time: 15 Exp Pt: 2*

Nimbletoes frowns and says: "You bring disturbing tidings which I cannot believe! I must ask you to leave our fair village before you upset my kinsmen!" He leaves, mumbling to himself. You fail to warn Bywater! *To enter Hobbiton, **turn to 151; otherwise, move on.***

408 *Time: 15*

An overwhelming urge to plunder a nearby tomb strikes you; you envision yourself immensely wealthy, dripping in jewels and seated atop a mound of gold pieces. You try to resist the compulsion. ***Pick a number** and add your Magical bonus:*

- *If 2-7, you give in to the urge, **Turn to 430.***
- *If 8-12,*
  - *If you want to explore the tomb, **turn to 430.***
  - *Otherwise, **move on.***

409 *Time: 5 Exp Pt: 20*

Took believes your tale and promises to get word to the other Farthings. *Mark on your Character Record that you warned Woodhall and note the time.* ***Move on.***

410 *Time: 10 Exp Pt: 2*

WELCOME TO STOCK, reads a large weatherbeaten sign at the roadside. You must warn the Hobbits at once! A cool, blue stream looks inviting, but you hurry on to warn someone trustworthy. *If you try to warn Stock,* ***turn to 222;*** *otherwise,* ***move on.***

411 *Time: 10 Exp Pt: 3*

You clench your teeth at the pitiful sight. Before you, in the swirling, brown waters, lays Hobbiton. The mill is but a ruin; the buildings by the once-placid, blue stream are mostly submerged. Scattered refuse, all that remains of centuries of industrious work, dots the landscape, floating eastward atop the enraged water. What evil has wrought this disaster by twisting the forces of nature? Even The Hill has been scarred. The doors of the smials along its flanks stand open, a sign of the townsfolks' haste. You have failed. The servants of the Evil One have already worked their magic here. ***Move on.***

412 *Time: 15*

You pause to drink from a stream and feel a sickening thud against your skull. ***Turn to 188.***

413 *Time: 30 Exp Pt: 1*

The fragrant meadows of the Bridgefields area revive your sagging spirits. *If you have already warned Bridgefields,* ***move on.*** A friendly Hobbit welcomes you into his kitchen and offers a meal of bacon and eggs. "Have you eaten five or six times today?" he asks. You lead up to your mission; the fierce light in his eye leads you to believe you have an ally in this Halfling. ***Pick a number and add your Perception bonus:***

- ***If 2-6, turn to 448.***
- ***If 7-12, turn to 423.***

414 *Time: 15 Exp Pt: 3*

A blanket of eerie fog shrouds the once prosperous town. A stench fills the air and there is no one to be seen as you travel through the deserted streets. You are too late; the Nazgûl have preceded you. ***Move on.***

415 *Time: 10 Exp Pt: 2*

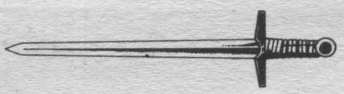
You pass a wide field of turnips and a well-tended, fenced farm; the Bucklebury Ferry stands to the east. A Hobbit farmer waves to you. *If you try to warn the Marish area, turn to 438; otherwise,* ***move on.***

416 *Time: 45*

The small, Hobbit-owned and operated General Store carries everything from pipeweed to pitons. Foodstuffs occupy most of the space in the thriving establishment. The garrulous owner regales you with his family history as he fills your order, never commenting on your appearance or intentions. A neatly-lettered price list hangs on the wall behind the counter:

MEAL	1 Copper Piece
DAGGER	4 Silver Pieces
SHIELD	6 Silver Pieces
SPEAR	6 Silver Pieces
BACKPACK	20 Copper Pieces
ROPE	30 Copper Pieces
TORCHES(6)	2 Copper Pieces
WATERSKIN	1 Copper Piece
PIPEWEED(bag)	1 Copper Piece

The Hobbit storekeeper happily gathers your supplies and takes your money. *Enter what you bought on your Character Record, deducting the appropriate amount of money. (One silver piece = 100 copper pieces.) Then,* ***move on.***



417 *Time: 10 Exp Pt: 5*

You enjoy the fare but fail to convince your host that your tale is true. Woodhall remains unwarned. ***Move on.***

418 *Time: 10 Exp Pt: 2*

WELCOME TO WHITFURROWS, a simple hand-painted sign reads near a friendly inn, the Homey Ale. Hobbits doing their business stroll by, watching you closely. You ask one friendly looking female Hobbit for the Shirriff or his agent, the contact Strider told you to make. She points you to the local pub. *If you try to warn Whitfurrows, turn to 201; otherwise, move on.*

419 *Time: 5 Exp Pt: 12*

Tock proves a worthy listener and is intent to aid his folk. He agrees to spread word of the danger. You successfully warn the Marish area! ***Move on.***

420 *Time: 15*

As you pause to drink from a stream, you hear a small noise behind you. Spinning about, you face a man with a large club raised to strike you. As you draw your weapon and prepare for combat, you hear a voice behind you say, "You are quick, but not quick enough." That is the last sound you *hear*, as you *feel* a sickening blow to your skull. ***Turn to 188.***

421 *Time: 15*

You hear an eerie wail and feel an intense compulsion to explore a nearby tomb. You try to resist the compulsion, ***Pick a number and add your Magical bonus:***

- ***If 2-7, you give in to the urge, Turn to 430***
- ***If 8-12,***
  - ***If you want to explore the tomb, turn to 430.***
  - ***Otherwise, move on.***

422 *Time: 10 Exp Pt: 3*

You stand perplexed and your heart weakens as you gaze along the streets of the deserted town. The only sounds are those of your own pounding heart and the cool, hard wind that whips the shutters of Scary's grey-stone houses. All the townsfolk are gone, some without care to the fires in their hearths. You are too late to warn Scary. ***Move on.***

423 *Time: 5 Exp Pt: 12*

Your tale stirs your host's loyalty. He rises and swears to aid you in your endeavor, agreeing to spread word through the area. You warn the Bridgefields area! ***Move on.***

424 *Time: 15 Exp Pt: 3*

No longer by The Water, Bywater is awash in the muddy current of the once-tame stream. The inhabitants are no where to be seen, and only the sturdy Green Dragon Inn seems to have survived the torrential floodwaters. You are too late. The hand of Evil has preceded your arrival. ***Move on.***

425 *Time: 10 Exp Pt: 12*

You pass a wide field of turnips and a well-tended, fenced farm; the Bucklebury Ferry stands to the east. A Hobbit farmer waves to you. ***If you try to warn the Marish area, turn to 438; otherwise, move on.***

426 *Time: 15 Exp Pt: 2*

Tock proves stubborn and begins to chafe. Finally he says, "no more of this tomfoolery! I want no part of this strange game you play! We are quiet folk here! Be gone!" You fail to warn the Marish area. ***Move on.***

427 *Time: 90 Exp Pt: 2*

Took takes you home to a meal of bacon and eggs — only his third meal of the day, he tells you. He mentions seeing suspicious-looking characters in the neighborhood lately. ***Pick a number and add your Perception bonus: if 2-5, turn to 417; if 6-12, turn to 409.***

428 *Time: 10 Exp Pt: 12*

WELCOME TO WHITFURROWS, a simple hand-painted sign reads near a friendly inn, the Homey Ale. Hobbits doing their business stroll by, watching you closely. You ask one friendly looking female Hobbit for the Shirriff or his agent, the contact Strider told you to make. She points you to the local pub. *If you try to warn Whitfurrows, **turn to 201; otherwise, move on.***

429 *Time: 20 Exp Pt: 12*

WELCOME TO FROGMORTON, reads the village sign on the road. The Water flows north of town; the placid stream is easily crossable at numerous footbridges and fords. You ask for the Shirriff's agent, who turns out to be the miller, Ways Grainfoot. As you tell him your tale, his eyes grow wider and wider. ***Pick a number** and add your Perception bonus:*

- *If 2-5, **turn to 440.***
- *If 6-12, **turn to 406.***

430 *Time: 5*

As you approach the open door of the tomb, a thrill runs through you at the thought of the treasure and adventure that awaits you within. You quickly enter the darkness that awaits. ***Pick a number:***

- *If 2-6, **turn to 140.***
- *If 7-12, **turn to 105.***

431 *Time: 20 Exp Pt: 3*

As the light dances off the waters that dot the countryside, you enter the town. A strange, disturbing quiet grips the village and you only walk a half dozen yards before realizing that you are alone. Is it your imagination, or is the sky suddenly grey? You are too late, for the folk of Stock have fled before the Dark Lord's curse. ***Move on.***

432 *Time: 5*

You may continue to travel by using the trail or by making your own way through the woods.

- *If you use the trail,* ***move on.***
- *Otherwise,* ***pick a number*** *and add your General bonus:*
  - *If 2-7,* ***you are lost, move on in a random direction.***
  - *Otherwise,* ***move on.***

433 *Time: 15 Exp Pt: 12*

WELCOME TO WOODHALL, the village sign reads. Located near the Woody End, this charming Hobbit town opens its arms to you. Word passes through the village that you have come to warn the Shire of a coming catastrophe; some say it is another Long Winter. Suddenly a tall (three and a half feet tall!) Hobbit stands forth — a Took, he tells you — and bids them all be quiet. "Let us say no more of this in the open!" he commands. ***Turn to 427.***

434 *Time: 15*

The Shirriff's representative in Bywater is a carpenter named Nimbletoes. He listens to your tale of the coming of the Riders with great attention, puffing deeply on his pipe. ***Pick a number and add your Perception bonus:***

- *If 2-4,* ***turn to 407.***
- *If 5-12,* ***turn to 445.***

435 *Time: 20 Exp Pt: 2*

WELCOME TO FROGMORTON, reads the village sign on the road. The Water flows north of town; the placid stream is easily crossable at numerous footbridges and fords. You ask for the Shirriff's agent, who turns out to be the miller, Ways Grainfoot. As you tell him your tale, his eyes grow wider and wider. ***Pick a number*** *and add your Perception bonus:*

- *If 2-5,* ***turn to 440.***
- *If 6-12,* ***turn to 406.***

436 *Time: 10 Exp Pt: 3*

Your heart weakens as you gaze along the streets of the deserted town. A haunting seems to grip the air as you wheel and run. You are too late to warn Whitfurrows, but maybe you can save another village. ***Move on.***

437 *Time: 10 Exp Pt: 3*

Your anger stirs as you enter the quiet hillside town. A wretched smell is everywhere and there is no sign of the townfolk. Signs of their flight are everywhere. The forces have darkness have already been here. You are too late to warn Woodhall; ***move on.***

438 *Time: 30 Exp Pt: 1*

A suspicious Hobbit-farmer named Tock listens to your tale intently and offers you a cup of cold well-water and a meal. "You don't look like a Bounder to me," he says, warming up to you. ***Pick a number and add your Perception bonus:***

- ***If 2-4, turn to 426.***
- ***If 5-12, turn to 419.***

439 *Time: 10 Exp Pt: 12*

WELCOME TO STOCK, reads a large weatherbeaten sign at the roadside. You must warn the Hobbits at once! A cool, blue stream looks inviting, but you hurry on to warn someone trustworthy. ***If you try to warn Stock, turn to 222; otherwise, move on.***

440 *Time: 15 Exp Pt: 2*

In your excitement, you apparently scare Grainfoot. After turning his eyes abruptly around, he looks at you and says: "sir, what you say is madness; it cannot be true! We will not harbor these rumors here! It is mealtime and I am off. I suggest you do the same!" ***You have failed to warn Frogmorton. Move on.***

441 *Time: 10 Exp Pt: 1*

The man wears muddy leather boots and a grey cloak, carries a sword, a bow, and a silver dagger at his side. He slows as he nears and calls out in a friendly way, "Hello there! No need to be afraid. Name is Pock. I'm just a roving minstrel." You see a lyre strapped to the man's back. His long legs and leather boots catch your eye; he reminds you of Strider. "Let me offer you food and drink," he says. You watch as he reaches into his knapsack and produces a bottle and a loaf of bread. "The bread is no fresher than me, I'm afraid," he says with a hearty laugh.

- *If you talk with the man, turn to 218.*
- *If you run away, turn to 166.*
- *If you fight, turn to 321.*

442 *Time: 10 Exp Pt: 12*

SCARY, the ugly bedraggled sign reads. You wonder what fortune — good or bad? — has brought you to this aptly-named town. What few folk there are stare at you as though you were a spy or a big worm with limbs. *If you try to warn or explore Scary, turn to 216; otherwise, move on.*

443 *Time: 15 Exp Pt: 1*

You walk the elevated trails atop the hedge-lined dikes of the Marish, but after awhile you realize that you are alone in the fields. No one is about; the Marish is deserted! You grit your teeth, knowing that you are too late to warn the Marishfolk. ***Move on.***

444 *Time: 15 Exp Pt: 2*

WELCOME TO WOODHALL, the village sign reads. Located near the Woody End, this charming Hobbit town opens its arms to you. Word passes through the village that you have come to warn the Shire of a coming catastrophe; some say it is another Long Winter. Suddenly a tall (three and a half feet tall!) Hobbit stands forth — a Took, he tells you — and bids them all be quiet. "Let us say no more of this in the open!" he commands. *Turn to 427.*

445 *Time: 10 Exp Pt: 20*

Nimbletoes opens his eyes wide and proclaims: "The Shirriff must be told this terrible tale! I will be off to warn him and our village of the dangers you have seen!" He slides a pint of sweet ale and a loaf of bread before you and says: "Take this kind sir, and good luck as you carry word to our brethren!" So, you warn Bywater! *To enter Hobbiton, **turn to 151;** otherwise, **move on.***

446 *Time: 30*

The General Store carries food, drink, weapons and accessories; a hand-lettered sign posted on the far wall of the crammed establishment tells all you need to know.

CIDER (qt.)	1 Copper Piece
MEAL	2 Copper Pieces
DAGGER	3 Silver Pieces
SHIELD	5 Silver Pieces (SPECIAL!)
SPEAR	3 Silver Pieces
BACKPACK	20 Copper Pieces
ROPE	40 Copper Pieces
TORCHES(6)	2 Copper Pieces
WATERSKIN	2 Copper Pieces

The brusk proprietor quickly gathers what you want and takes your money without exchanging a word. *Enter what you bought on your Character Record, deducting the appropriate amount of money. (One silver piece = 100 copper pieces.) Then, **move on.***

447 *Time: 5*

You may continue to travel by using the road or by making your own way through the woods.

- *If you use the trail, **move on.***
- *Otherwise, **Pick a number** and add your General bonus:*
  - *If 2-8, you are lost, **move on in a random direction.***
  - *Otherwise, **move on.***

448 *Time: 15 Exp Pt: 2*

Your host is dismayed at your poor table manners and strident conversation. He hurries you out, closes the door, and bolts it. You fail to warn the Bridgefields area! ***Move on.***

449 *Time: 480 Exp Pt: 25*

Late that night as you lie in the small Hobbit bed trying to fall asleep, you wonder: is there another such mission I might undertake? Never have I felt so alive and important, you declare to the stars. I will do it again! I will! Your mission completed, the Shire warned of the coming of the Nazgûl, you fall into a deep, restful sleep, dreaming of coming adventures and even greater challenges.

THE END

450 *Time: 10 Exp Pt: 3*

A tear comes to your eye as you gaze upon the smoldering ruins in the village and the charred trees along the surrounding forest edge. You are too late. Tuckborough has felt the Dark Lord's ire. ***Move on.***

451 *Time: 10 Exp Pt: 15*

The man lies bleeding and still at your feet. You search him and find only one silver piece and his knife. You search the room and find nothing of interest but for the spear. ***Move on.***

452 *Time: 30*

Gildor leads you silently and quickly through the woods and thickets. When you reach a clearing, he stops and points.

"Hobbiton lies three leagues in that direction," he says, pointing west and north. "Go now, and take this." He hands you two doses of a healing herb, Athelas.

You ask for advice, but Gildor shakes his noble head. "Advice is a dangerous creature, young one. Too much is as bad as too little. Rely upon yourself, that is my advice." He disappears into the woods in the wink of an eye. ***You are now in space 24F. Move on.***

453 *Time: 5*

You see four Orcs gathered around a circle of booty, fighting over trinkets. They are unaware of you. ***Take an action:***

- *If you fight the Orcs,* ***turn to 245.***
- *If you "outsmart" the Orcs,* ***turn to 213.***

454 *Time: 10 Exp Pt: 25*

Your story intrigues your hosts and they begin to stir. Fallowfields proclaims: "the Fallowfields will help you warn Tuckborough!" *Mark on your Character Record that you successfully warned Tuckborough and note the time.* ***Move on.***

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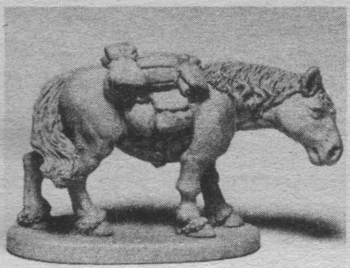

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MERP STATS TABLE

(See MERP Table ST-2 for an explanation of the codes)

Text #	Type (number)	Level	Speed	Hits	At	DB	Attack	Size	Crit
104	Bear	3	FA	25	NO	30	60Ra	L	Reg
106	Man	1	MD	48	NO	20	45We	M	Reg
113	Man	1	MD	50	NO	20	45We	M	Reg
115	Man	1	MD	90	NO	20	20We	M	Reg
117	Man	1	MD	42	NO	25	45We	M	Reg
129	Wight #1	10	MF	90	NO	25	80We*	M	Lge
129	Wight #2	9	MF	70	NO	35	65We*	M	Lge
129	Wight #3	7	MF	50	NO	45	50We*	M	Lge
135	Wight #1	12	MF	80	NO	20	95We*	M	Lge
135	Wight #2	8	MF	70	NO	30	80We*	M	Lge
135	Wight #3	6	MF	60	NO	30	65We*	M	Lge
144	Man	1	MD	40	NO	10	40We	M	Reg
148	Man	1	MD	38	NO	20	35We	M	Reg
173	Man #1	3	MD	52	NO	20	65We	M	Reg
173	Man #2	1	MD	45	NO	10	45We	M	Reg
180	Bear	3	FA	25	NO	30	60Ra	L	Reg
197	Orc #1	3	MF	55	NO	30	60We	M	Reg
197	Orc #2	2	MF	48	NO	35	50We	M	Reg
197	Orc #3	1	MD	29	NO	15	45We	M	Reg
197	Orc #4	1	MD	33	NO	10	40We	M	Reg
217	Monk	2	FA	49	NO	35	50We	M	Reg
156	Man #1	1	MD	54	NO	20	30We	M	Reg
156	Man #2	1	MD	47	NO	25	45We	M	Reg
224	Wight	8	MF	60	NO	35	65We*	M	Lge
260	Hermit	6	MF	65	NO	25	75We	M	Reg
272	Highwayman#1	1	MD	46	NO	15	45We	M	Reg
272	Highwayman#2	1	MD	39	NO	25	35We	M	Reg
294	Gildor	20	FA	145	CH	90	140We*	M	Reg
295	Nazgûl	20	VF	200	CH	75	175We*	M	Hge
318	Snake	2	VF	18	NO	50	30Ho	S	Reg
328	Troll #1	8	MD	75	RL	25	60We	L	Lge
328	Troll #2	6	MD	70	RL	10	75We	L	Lge
328	Troll #3	7	MD	80	RL	0	95We	L	Lge
342	Man	5	MF	82	NO	40	90We	M	Reg
366	Man	1	MD	51	NO	25	45We	M	Reg
384	Hobbits(6)	1	FA	20	NO	30	10We	M	Reg
387	Squirrels(12)	0	VF	10	NO	30	5Bi	S	Reg
388	Troll	8	MD	100	RL	25	75We	L	Lge
394	Ferryman	1	MD	43	NO	20	25We	M	Reg

ACTION TABLE:

Attack: You must fight your opponent.

Run Away: ***Pick a number*** and add your ***Running*** bonus. If the result is more than 7, follow the text instructions or ***move on***. Otherwise, you must fight your opponent and you are "surprised" (i.e., foe gets to attack first).

The following three actions are only allowed if the text indicates that your opponent is "unaware" of you.

Sneak Away: ***Pick a number*** and add your *Trickery* bonus. If the result is more than 7, ***move on***. Otherwise, you must fight your opponent.

Sneak Attack: You must fight your opponent. ***Pick a number*** and add your *Trickery* bonus. If the result is more than 7, you may sneak up and attack. For your first attack only, you may increase your *OB* by adding your *Trickery* bonus.

Steal & Take: ***Pick a number*** and add your *Trickery* bonus. If the result is more than 8, you have "outsmarted" your opponent. Read the text indicated, keeping in mind that you may only take one item described (your opponent is still alive). If the result is 8 or less, you must fight your opponent and you are "surprised" (i.e., foe attacks first).

WHEN USING THE ADVANCED SYSTEM:

1) **Run Away** and **Sneak Away** result in you following the text instructions or ***moving on in a random direction***.
2) You may attempt to **Run Past**: follow the same procedure outlined for **Run Away**, but subtract 2 from the number you get **and** if you are successful, you may ***move on*** instead of ***moving on in a random direction***.
3) You may attempt to **Sneak Past**: follow the same procedure outlined for **Sneak Away**, but subtract 2 from the number you get, **and** if you are successful, you may ***move on*** instead of ***moving on in a random direction***.

COMBAT TABLE

Number Picked	Attacker's OB Minus Defender's DB *									
	+5	+4	+3	+2	+1	0	-1	-2	-3	-4
2	0	0	0	0	0	0	0	0	0	0
3	2	1	1	1	0	0	0	0	0	0
4	4	3	2	2	1	0	0	0	0	0
5	6	5	4	3	2	1	0	0	0	0
6	7	6	5	4	3	2	1	0	0	0
7	8	7	6	5	4	3	2	1	1	0
8	9	8	7	6	5	4	3	2	2	1
9	U	9	8	7	6	5	4	3	2	2
10	U	U	U	8	7	7	6	5	4	3
11	K	K	U	U	U	U	8	7	6	5
12	K	K	K	K	K	K	U	U	U	U

* If OB – DB difference is greater than +5, add the excess to the number picked; if the difference is less than -4, treat it as -4.

Results:

= A number result indicates the amount of damage taken; if the total damage taken exceeds the combatant's endurance point total, the character is unconscious.

U = Unconscious (knocked out), wounded, and out of action; see text for results.

K = Killed.

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